



Disney SQUARE ENIX

KINGDOM HEARTS 3D Dream Drop Distance

COVERS NINTENDO 3DS™



SQUARE ENIX

By Dan Birlew & Rick Barba





GAME INTRODUCTION

The Story.....	2	Reality Shift.....	14
Main Characters.....	4	Flowmotion.....	15
Objective of the Game.....	8	Link Portals.....	16
Controls.....	8	Dive Mode.....	16
Screen Layout.....	9	Dream Drops.....	17
World Map.....	10	Menu.....	18
Navigation.....	10	Flick Rush.....	21
Combat.....	12	How to Use This Guide.....	23

SPIRITS

Creating Spirits.....	24	Friendly Spirit Tables.....	29
Linking with Spirits.....	26	Dream Eater Enemy Bestiary.....	42
Bonding with Spirits.....	27	Boss Bestiary.....	65

WALKTHROUGH

Prologue.....	76	Traverse Town Revisited.....	144
Traverse Town.....	78	Country of the Musketeers.....	146
La Cité des Cloches.....	96	Symphony of Sorcery.....	166
The Grid.....	112	The World That Never Was.....	182
Prankster's Paradise.....	130		

APPENDICES

Appendix A: The Command Deck

Attack Commands.....	204
Magic Commands.....	210
Item Commands.....	218
Movement Commands.....	219
Defense Commands.....	219
Reprisal Commands.....	220
Flowmotion Commands.....	221

Appendix B: Items

Keyblades.....	222
Dream Pieces.....	224
Key Items.....	227
Training Toys.....	227

Appendix C: Abilities

Stat Abilities.....	230
Support Abilities.....	232
Spirit Abilities.....	232

ART GALLERY.....	233
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GAME INTRODUCTION

This chapter provides complete instructions for playing and controlling every aspect of *Kingdom Hearts 3D: Dream Drop Distance* for the Nintendo 3DS. Herein you'll find every control function explained, every menu setting analyzed, and also receive a complete rundown of the story thus far and important characters to keep in mind. Reading this chapter before playing the game or jumping to any other part of this guidebook is strongly recommended.

THE STORY

The Keyblades, a combination of key and sword; useable only by the hand and mind of its rightful owner. Those excelling in their use are called "Keyblade Masters."

There once was a man named Xehanort, whose darkly inquisitive mind led him to undertake a dangerous experiment. Blending the powers of pure light and blackest darkness, he attempted to recreate the γ -blade (pronounced "key" or "kye") and plunge the worlds into another Keyblade War. However, he was stopped by three of his former comrade's pupils, Keyblade wielders themselves, whom he had attempted to divide and conquer. Though ambition nearly succeeded, the sacrifice of one for the sake of the others averted war, and Xehanort was defeated.

Or so they thought...

Now the beneficiaries of those brave pupils, Sora and Riku, have used the Keyblades bestowed upon them to lock away their world and others, protecting them from dark creatures called Heartless. They also prevented Ansem, Seeker of Darkness and leader of the Heartless, from reaching the heart of all worlds, known as "Kingdom Hearts." But their efforts were not without cost, as Riku and King Mickey were trapped inside Kingdom Hearts with the forces of darkness.



and Naminé herself. Sora promised that he would not forget her, and he entered a deep slumber to recall what he had lost. Meanwhile, Riku found himself in the lower levels of the castle, where he had to fight the darkness within himself, personified by Ansem. With the help of King Mickey and a mysterious stranger named DiZ, Riku found Naminé. Though she offered to lock away Riku's memories of Ansem, Riku refused. He faced his darkness in battle. Victorious, he resolved to work toward a brighter future.



vowed to bring down Organization XIII and its leader, Xemnas, and to destroy Kingdom Hearts. But Roxas did not have the power to fulfill his vow, as Riku knew all too well. Going on the advice of a girl whose name he could no longer remember, Riku intervened, but he could only defeat Roxas by surrendering to the darkness in his own heart. Riku delivered Roxas to DiZ, who placed Roxas in Twilight Town, where the boy had so many pleasant memories of his friends. When Dusks appeared in Twilight Town, a Keyblade materialized in Roxas' hand. He soon remembered who he really was, and then found Sora sleeping in a pod. He realized that he must sacrifice himself so that the last of Sora's memories may return to him.



With Donald and Goofy, Sora set out to find the King and Riku. They came upon Castle Oblivion, home to the mysterious Organization XIII, who tried to use the powers of a girl named Naminé to change Sora's memories and take his Keyblade. Sora defeated several Organization members, who it turns out were heartless "Nobodies" created when the students of Ansem the Wise, ruler of Radiant Garden, were betrayed and struck down by Xehanort. Afterward, Naminé confessed that she was the Nobody of Sora and Riku's friend, Kairi, and admitted her part in the affair, but Sora forgave her. And so Naminé offered Sora the chance to regain his memories, though he would forget about Castle Oblivion, Organization XIII, and her.

Meanwhile, a boy named Roxas joined Organization XIII. However, he didn't realize that he was a Nobody created from Sora's heart, when it had been given up to save Kairi. The Organization also created a clone named Xion and filled her with the memories they'd taken from Sora at Castle Oblivion. During their time with the Organization, Roxas, Xion, and a third Nobody named Axel, formed a close bond of friendship. However, when Xion learned of her true purpose, she realized she must kill Roxas to retrieve the rest of Sora's memories, which he possessed unknowingly. With great sadness, Roxas defeated Xion, and her memories returned to Sora. She ceased to exist and vanished from memory. Though he no longer knew why, Roxas



Awakened, Sora reunited with Donald and Goofy and traveled to the Mysterious Tower. There, the sorcerer Yen Sid warned them of the

spread of Nobodies, who serve Organization XIII. Pursuing the Organization from world to world, Sora learned that they had kidnapped Kairi. He and his friends also became trapped in a computer program owned by "Ansem the Wise." After repairing the program, they returned to reality and reunited with King Mickey, who revealed that the being calling himself Ansem was actually Xehanort's Heartless, and that Xehanort also had a Nobody: Xemnas, the leader of Organization XIII. With help from Axel, Sora reached Organization XIII's home world, "The World That Never Was," eliminated several Organization members, and rescued Kairi and Riku. Then, DIZ revealed that he was actually Ansem the Wise, and he admitted that his blind quest for revenge against his treacherous apprentices had cost too many too dearly. Ansem destroyed the Organization's version of Kingdom Hearts, succumbing to the blast himself. Sora and his friends defeated Xemnas, and Naminé opened a gateway home. She and Roxas gave up their memories and returned to being parts of Kairi and Sora, respectively. But Xemnas had not been defeated as they had thought, and Sora and Riku faced him again. Though they finally destroyed Xemnas, the two were trapped in the Dark Margin. However, a message in a bottle from Kairi allowed them to return to Destiny Islands. But then, Kairi found a mysterious letter...



Sora and Riku join Yen Sid at the Mysterious Tower, with King Mickey, Donald, and Goofy in attendance. They learn from the sorcerer that there are Sleeping Worlds that never completely returned from darkness, and they can now only be reached in dreams. While these worlds are safe from the Heartless, they have their own manner of darkness. Known as "Dream Eaters," these creatures appear as both Nightmares that devour happy dreams and benevolent Spirits that devour the Nightmares. The Sleeping Worlds represent a threat, a doorway that can be opened by the hands of light or darkness...meaning that Xehanort could return. Yen Sid charges Sora and Riku with unlocking the seven Sleeping Keyholes and awakening the Sleeping Worlds, for which they will acquire new powers in the process, and Yen Sid shall name them both "Keyblade Masters."

MAIN CHARACTERS

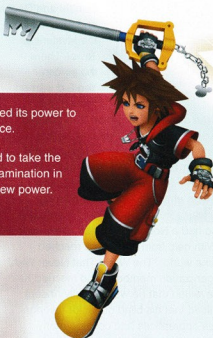
Below are just the main characters appearing in *Kingdom Hearts 3D: Dream Drop Distance*. Even more characters are encountered as you explore the Sleeping Worlds. Their biographical information is contained in the sections pertaining to their domains within the **Walkthrough** chapters of this guide.

SORA

A boy who wields a Keyblade. He has used its power to save the worlds from crisis more than once.



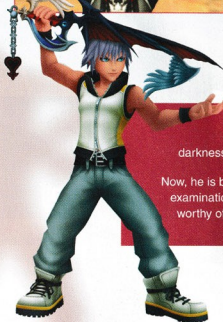
Now, he has agreed to take the Mark of Mastery examination in order to retrieve a new power.



RIKU

A boy who wields a Keyblade. His battles to save the worlds have often pitted him against the darkness in his own heart.

Now, he is braving the Mark of Mastery examination to find out if he is still worthy of the Keyblade.



KING MICKEY

The king of Disney Castle and one of the Keyblade Masters. He was among the first to notice something amiss in the worlds and take action.

Mickey watches over Sora and Riku anxiously as they complete the Mark of Mastery exam.



DONALD

King Mickey's court magician and a loyal friend. Donald has journeyed with Sora many times to save the worlds.

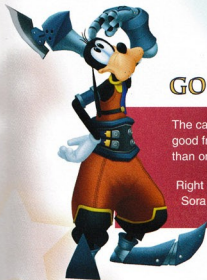
He is with the king and Goofy, keeping an eye on Sora and Riku as they take the Mark of Mastery exam.



GOOFY

The captain of King Mickey's royal knights and also his good friend. Goofy has stuck by Sora's side through more than one adventure.

Right now, he, the king, and Donald are keeping an eye on Sora and Riku as they take the Mark of Mastery exam.



YEN SID

A great sorcerer who watches over the balance between light and darkness. He was also King Mickey's teacher.

With a new threat looming ever closer, he has decided Sora and Riku must be examined for the Mark of Mastery.



MYSTERIOUS YOUTH

A young man with white hair and golden eyes, who wears the same black coat as the members of Organization XIII.

Appearing before Sora and Riku as they travel the Sleeping Worlds, he seems to be monitoring their progress... but to what end?



MORE FRIENDS

Kairi Sora and Riku's childhood friend. As one of the seven princesses, she became a target of the forces of darkness, but thankfully, Sora and Riku came to the rescue. She is waiting in the Destiny Islands for their safe return.



Minnie The queen of Disney Castle. Maleficent and Pete nabbed her while King Mickey was away.



VILLAINS

Pete An incorrigible troublemaker who was plucked out of his "time out" in Disney Town by none other than Maleficent. He has been her somewhat-sidekick ever since.



Maleficent An evil fairy who wishes to see all worlds cast into darkness. She has clashed with more than one Keyblade wielder. This time, she tried to use Minnie as a bargaining chip and claim the "data" of all worlds.



FORMER ORGANIZATION XIII MEMBERS

Roxas One of Organization XIII's members and also Sora's Nobody. He was especially close to Axel, another of their members. Roxas ceased to exist after reuniting with Sora.



Namine Kairi's Nobody. Organization XIII used her special powers to manipulate Sora's memories, but in the end, Sora saved her. She ceased to exist after reuniting with Kairi.



Xion Organization XIII's mysterious fourteenth member. She was an experimental replica used to "catch" Roxas' memories and create a Keyblade wielder for the Organization. In the end, she was erased from existence and returned to Sora, where she belonged.



Saix One of Organization XIII's members. He expired after an epic clash with Sora. In his human years, he was named Isa and was Lea's close friend.



THE ORIGINAL ORGANIZATION XIII

Lea The human form of Axel, one of Organization XIII's Nobodies. He has awoken in Radiant Garden. Axel was one of Organization XIII's more unique personalities. He was especially close to Roxas, another of their members. Axel expired while fighting to save Sora—or perhaps someone else.



Dilan The human form of Xaldin, one of Organization XIII's Nobodies. In an earlier time, he was one of Ansem the Wise's apprentices and helped guard the castle. He has awoken in Radiant Garden, but his condition remains unstable.



THE ORIGINAL ORGANIZATION XIII (CONTINUED)

Even The human form of Vexen, one of Organization XIII's Nobodies. In his previous life, he was one of Ansem the Wise's apprentices and researched the mysteries of the heart. He has awoken in Radiant Garden, but his condition remains unstable.



Aeleus The human form of Lexaeus, one of Organization XIII's Nobodies. At one time, he was one of Ansem the Wise's apprentices and helped guard the castle. He has awoken in Radiant Garden.



Ienzo The human form of Zexion, one of Organization XIII's Nobodies. He used to be one of Ansem the Wise's apprentices and researched the mysteries of the heart. He has awoken in Radiant Garden.



HEROES OF THE PAST

Terra One of three Keyblade wielders who played a pivotal role in a historic clash more than a dozen years ago. Master Xehanort possessed his body, and although Aqua saved him, his heart may never find its way back where it belongs.



Aqua One of three Keyblade wielders who played a pivotal role in a historic clash more than a dozen years ago. To save a friend, she cast herself into the realm of darkness, never to be seen again.



Ventus One of three Keyblade wielders who played a pivotal role in a historic clash more than a dozen years ago. His heart is sleeping, and he has been laid to rest in the secret chamber of a certain castle until someone can wake him up.



Ansem the Wise

The wise man who once ruled over Radiant Garden. His apprentices stole his research into the heart and brought chaos to the worlds. The real Ansem expired while trying to thwart Organization XIII's dark plans. He has left some sort of "data" inside Sora's memories.



PRESENT ORGANIZATION XIII

Master Xehanort

A former Keyblade Master whose obsession with the Keyblade War led him to give his heart over to darkness. He tried to forge the γ-blade and trigger another Keyblade War, but three young Keyblade wielders put a stop to him.



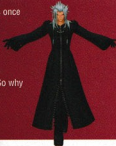
Xigbar

One of Organization XIII's members. As Number II, he has Xehanort's trust above all others. His job this time has been to vex Sora and lead him further into the abyss of sleep.



Xemnas

Xehanort's Nobody, who was once leader of Organization XIII. He tried to create Kingdom Hearts from the hearts of people, but Sora put an end to his plans and the man himself. So why is Sora seeing him now?



Ansem

Xehanort's Heartless. He tried to open the door to Kingdom Hearts, but he fell to Sora in the end. Once again, Riku finds himself face-to-face with his nemesis.



OBJECTIVE OF THE GAME



Kingdom Hearts combines the brilliant game design capabilities of Square-Enix with characters and worlds from Disney films. In *Dream Drop Distance*, the player controls both Sora and Riku, who each visit their own versions of seven worlds. Each world is locked away and guarded by a powerful Dream Eater, also known as a "boss"; Sora and Riku must each defeat a version of this boss in their separate worlds in order to unlock and "awaken" the world. The player switches back and forth between Sora and Riku each time the "Drop Gauge" empties, at which point one character falls asleep and the other takes over. Sora and Riku share all items, commands, and Spirits, although some commands can only be used by one character. By unlocking all worlds and defeating the final bosses, the player completes the game and arrives at the ending.

The game also features a system for combining "Dream Pieces," found throughout each world, to create Spirits, which can then accompany Sora and Riku into battle. Spirits can also be used to play a card game called Flick Rush, which you can play against computer-controlled opponents in Tournament mode or against other players via Wireless Communication.



SPIRITS ARE COVERED IN THE NEXT CHAPTER

All information pertaining to the creation, nurturing, and development of Spirits and their abilities is detailed in the **Spirits** chapter.

CONTROLS

BUTTON	IN THE MAIN MENU
Circle Pad	Move cursor
⬆ Control Pad	Move cursor
⬇ Button	Confirm
⬅ Button	Cancel
⬆ Button	Check Forecast
L Button	Toggle view (between Forecast and party stats)
R Button	Toggle view (between Forecast and party stats)
START	Close the main menu
SELECT	(Same as START)

BUTTON	IN THE FIELD
Circle Pad	Move character
⬆ Control Pad	Up/Down: Scroll through deck commands Left: Jump to shortcut command
⬇ Button	Attack / Use basic command
⬅ Button	Jump
⬆ Button	Use selected deck command
⬇ Button	Block
L Button	Rotate camera left Double-tap: Reset camera While locked on: Switch targets
R Button	Rotate camera right Double-tap: Reset camera While locked on: Switch targets
⬇ Button + ⬆ Button	Trigger Reality Shift (when available)
L Button + R Button	Toggle lock-on (can also be used to recall your Spirits to you)
L Button + R Button + ⬆ Button or ⬅ Button	When a Spirit's Link Gauge is full: Activate Link Attack / Link Style (Use the ⬆ Button for the first Spirit, ⬆ Button for the second Spirit, and the ⬆ Button to Dual Link with both at once.)
START	Open the main menu During combat: Pause
SELECT	(Same as START)

SCREEN LAYOUT

1 The Command Deck

A list of commands used to perform combat actions. Only commands shown in white can be used right away.

2 Command Gauges

A command can only be used once its gauge fills up. Combat commands require time to "reload" after each use, but Items commands do not.

3 Enemy HP

Appears when you lock on to or attack an enemy. Reduce the enemy's HP to zero to defeat it and possibly obtain prizes.

4 HP Gauge

Represents character's remaining health. Restore HP by picking up green HP balls or using recovery items or magic. Once this gauge reaches zero, it's game over.

5 Drop Gauge

Gauge representing a set period of time, after which the current character drops into sleep. Continually empties while you are in the field. When it runs out, you enter Bonus Time. More droplets appear during Bonus Time, so defeat lots of enemies and collect as many as you can. When Bonus Time ends, you automatically drop and change characters. Certain enemy attacks cause the Drop Gauge to drain more quickly (represented by the multiplier). Restore or reset the gauge by using items like a Drop-Me-Not.

6 Information

Touch here to view your current objective.

7 Portal Button (Requires StreetPass)

Touch this to place Link Portals for friends to use some of your Spirits in battle, or to challenge them with defeating your Spirits for bonuses. Can also view and select Portals received from friends.

8 Toggle Map View

Zoom in or out of the Touch Screen map for a better view. Link Portals can only be accessed in max zoom.

9 Player Character Location

Marked with a Keyblade icon that indicates which direction the character is facing.

10 Spirits' Location

Marked with Dream Eater sigils.

11 Link Portal

Touch a portal to access it. Battle Portals let you battle Spirits from other worlds under certain criteria, whereas Friendship Portals let you borrow allies' or other players' Spirits to use for a short time.

12 Map Exit

Pink lines and squares mark entrances and exits on the map.

13 Enemies

Enemy Nightmares appear as pink dots.

14 Save Point

Circled green dots represent save points, where characters regain health and game progress can be saved. Shops are marked with circled blue dots. Save points and shops are not available if enemies are active in the area.

15 Link Gauges

Each Spirit in the party has an icon. Top portion shows Spirit's remaining health, bottom shows Link Gauge progress. Fill up the bottom gauge to "link" with Spirits and perform powerful special attacks. The gauge fills as Spirits attack enemies or perform other special actions.



WORLD MAP

After completing the Prologue and the first world, Traverse Town, the World Map becomes available. The World Map screen allows you to move between worlds. Moving the Circle Pad upward allows you to select the next ring of worlds, or move it down to return to the previous ring. When two or more worlds exist in a ring, move the Circle Pad left or right to cycle between worlds.

VISITING A WORLD

On the World Map screen, select the world you want to visit and press **A**. The first time you visit a world, you must complete a dive (explained further down), and then you may start exploring the world from a predetermined point. After defeating a world's boss and unlocking the world, you may replay the Dive or skip diving and select to start at any save point. The only exception is when the game directs you to return to Traverse Town for additional events, as detailed in the **Walkthrough**.

COMBAT LEVEL

When viewing a world on the World Map screen, the Combat Level ("Combat Lv") displays on the right side of the screen. This is an indication of how strong the foes of this world are. When given a choice of multiple worlds to explore at the same time, be sure to compare Combat Levels and explore easier places first.

As Sora's and Riku's levels rise, the Combat Levels of worlds increase as well, up to certain numbers. For this reason, it's impossible to predict exactly how many HP (Hit Points) the bosses you encounter have, but the multiplier used per enemy level can give you an indication, as provided in the **Walkthrough**.

TREASURES

Another important statistic displayed on the World Map screen is the percentage of Treasures found. The percentage for the current character is shown. Some treasure chests prove difficult to reach until new abilities are acquired in later stages. Once you acquire those abilities (such as Glide, Doubleflight, et cetera), return to old worlds and try to locate the items you've missed. Some items are only accessible upon returning to a world and going to an area you were not permitted to enter previously. The **Walkthrough** contains maps with all items marked to help you achieve this.



NAVIGATION

This section discusses topics relating to exploring environments and finding treasures.

CAMERA

While moving around areas (using the Circle Pad), the camera angle may need adjusting to provide a better view. Hold the R button on the shoulder of your Nintendo 3DS to swivel the camera to the right, or hold the L button to swivel to the left.

Re-center the camera behind the character quickly by double-tapping either the L or R button.

JUMP

Press **B** to jump into the air or to leap over small gaps. If the character does not land on the opposite ledge, he may grab the ledge before he falls. While hanging from a ledge, move the Circle Pad up to climb up, or press the Jump button **B** to drop to the level below.

New abilities acquired, like High Jump and Doubleflight, change the behavior of the Jump button according to their descriptions and enhance the characters' default leaps.



AIR SLIDE

While in the air, press **Y** to Air Slide. The character shoots forward approximately 10 feet. Use this ability to cross wider gaps or reach new platforms. This is also a highly effective move in combat.



EXAMINE

When approaching certain objects in the field, such as save points, Moogles, treasure chests, manholes, and more, the character may target the object automatically with a small yellow reticule. At this point, the Attack command in the Command Deck turns green and displays the appropriate command. Press **A** while the green command is available to open chests or otherwise interact with the environment.



FIELD OBJECTS

Below are some of the interactive objects encountered in the environment:

Save Points

Stand here to automatically recover your HP. Press **A** to open the save menu, where you can save your progress, exit to the world map, or drop to the other character. There are two available save slots on the game card.



ALWAYS SAVE!

Save points are sometimes located in important areas, such as near the entrance to a boss' lair. The best practice is to always save your game when discovering new save points to prevent having to replay too much of the game, in case of a game over.

Moogles Shops

Here, you can buy all kinds of commands and items using currency called "munny." As you advance through the game, more merchandise becomes available (marked with "NEW" in the menu).



Medal Shop

At the Medal Shop in Traverse Town, you can trade in Flick Rush medals you've won for rare items not found in the Moogles shops.



Treasure Chests

These can contain items, commands, or recipes to make new Spirits. Stand close to one, face it, and press **A** to open it.



Reality Shift Objects

If a pink cursor appears over an object or enemy that you are targeting, that means you can use "Reality Shift," which is explained later in this chapter.



COMBAT

When enemies appear in the field, you automatically enter combat. The character's Keyblade appears in hand, and the main menu becomes inaccessible until all enemies are defeated. Use attacks, combos, deck commands, Flowmotion attacks, link with your Spirits, and other techniques to take down your opponents. You can escape most non-story (non-boss) battles by moving away from enemies and maintaining distance until they disappear, or by moving through a door to another area. Make sure that the character is appropriately leveled for each world by defeating enemies to gain experience.

More specific combat features and tips and tricks are discussed in this section.

LOCK-ON

While enemies appear onscreen, press L + R at the same time to engage lock-on. The targeting circle will change from yellow to a neon blue color, confirming the lock-on. The character moves in relation to and directs all attacks to the locked-on target. Lock-on is also extremely useful in controlling the camera in battle, or for finding the one or two enemies remaining after a majority of the group is defeated.

However, there may be times when lock-on is undesirable, such as when a very large enemy is casting a spell that emanates from the floor below the character; the lock-on camera may be angled too high to let you see warning signs of attack from below. Also, if the enemy you've locked on to runs away, the camera angle may be stretched too far to let you see the other enemies attacking from behind. An enemy that warps around an area can break lock-on every time they vanish, requiring reestablishment of lock-on each time. The key to using lock-on in combat is to be flexible with it, and rely on it only when dealing with low numbers of opponents.

While locked on to a target, press L or R to switch lock-on to the next closest target to the character's left or right, respectively. Switching lock-on is also an effective way of dealing with enemies that run away, as described above.



ATTACK

Press the Attack button **A** to execute a basic Keyblade attack. Even when lock-on is not engaged, the character auto-targets the nearest enemy at any given moment, as indicated by a small yellow reticle on the foe.

COMBOS

After striking an opponent, keep pressing **A** to string together a complete combo of hits. The various strikes of a combo all have various damaging powers, with the final attack of the combo inflicting the greatest damage.

AERIAL ATTACK

If a target is flying, the character automatically jumps to attack if the airborne target is close enough to the ground (or the level from which the character jumped). Following a successful airborne strike, keep pressing **A** to string together a complete combo of attacks before the character drops back to the ground.

BLOCK

Press **V** to block an enemy attack or a projectile. Some magic projectiles fired by enemies can be knocked back at them to inflict damage, if these projectiles are blocked with the right timing. Some projectiles can even cause a negative status effect on Sora and Riku, so it is helpful to block and avoid projectiles when possible. In the Command Deck, you can use alternate action commands to replace the default Block command, enhancing the character's ability to block and counter enemy attacks.

DODGE ROLL

Press **V** while moving to perform a Dodge Roll. This ability allows you to quickly escape from enemy attacks, or to roll under horizontal attacks altogether. During a Dodge Roll, the character is invulnerable to damage for a few frames of animation, which you can use to avoid injury from wide-area spells.



DECK COMMANDS

All commands listed above "Attack" in the Command Deck are known as "deck commands." The commands available and the order in which they appear can be changed in the main menu between battles. Deck commands typically allow you to perform special extra-powerful attacks, cast spells, use items, or recover HP.

Once a command is used, the deck automatically cycles to the next command. You must wait for combat commands to "reload" after each use, as indicated by the Command Gauge (the command bar slowly fills with color). Only commands with white lettering can be used immediately. Item commands do not require reload time, but only a limited number of each item can be carried into battle. This number will refresh each time you leave battle, but will not refill when you are in a boss fight, so be aware of your items if you are about to take on a boss.

Press up or down on the \oplus control to cycle through available deck commands. Since scrolling through commands in the heat of battle may leave the character vulnerable to attack, the order in which commands are placed in the Command Deck is vitally important. Because you typically start a battle with a good amount of health, trying placing an attack or spell in your first and second slots, and keep a Potion or Cure spell in the third. As described previously, you can also set one command as a shortcut, which is accessible at anytime by pressing left on the \oplus . More slots are added to the Command Deck as you progress in the story, allowing you to add more commands. More slots means more scrolling to find the right command, so order becomes even more important as the game proceeds.

LINK ATTACKS/LINK STYLE

As mentioned previously, you can use Dream Pieces, which can be picked up after combat, found in chests, or purchased in shops, to create Spirits in the main menu. Spirits are benevolent Dream Eaters that follow and assist the main characters in combat. As Spirits attack and defeat enemies, their pink Link Gauges fill (as shown on both the upper and lower screens). When full, "LINK" appears on the Spirit's Link Gauge. Press the Spirit's icon on the Touch Screen to link up with that spirit to perform powerful Link Attacks (as Sora) or activate a Link Style (as Riku).



If both of your Spirits' Link Gauges are full, you can touch the Spirit symbol between the two icons to link with both at once, or "Dual Link." Attacks using links with both Spirits at once are among the most powerful in the game, and they prove extremely useful against bosses. However, don't wait until boss fights to link with your Spirits; do it often

to foster better relationships with them, known as "affinity." Doing so allows you to unlock better abilities for your Spirits and make them more useful in combat.

Button shortcuts are also available for linking. Press L + R + \triangle to link with your first Spirit, or L + R + \square to link with your second Spirit. When both gauges are full, press L + R + \triangle to Dual Link with both Spirits simultaneously.

More detailed information about creating and developing Spirits is contained in the **Spirits** chapter.



SWAPPING SPIRITS INTO COMBAT

Up to three Spirits may be placed in the party at a time, but only two appear onscreen and aid the character in combat. To swap your third Spirit into combat, place your finger on its icon at the bottom of the Touch Screen and drag it upward to the first or second slot. The Spirit previously in that slot is then swapped out, and the new Spirit appears in the field. This is a highly effective combat technique, allowing you to bring a fresh Spirit into a dangerous situation and turn the tide. Each Spirit's Link Gauge and HP will maintain its position when switched out of battle.

REWARDS

You are awarded experience (EXP) for defeating enemies. Take out lots of foes and collect enough experience, and your character then levels up, improving his stats and your chances for victory. Your Spirits will also level up, with enough experience. This can unlock new abilities on the Spirits' Link Board and can strengthen your Spirits' stats and abilities in much the same way it does for Sora and Riku. Defeating enemies also earns you munny, Dream Pieces, and other prizes:



Dream Pieces

Use these materials to create new Spirits in the main menu.

Droplets

Collect these to accumulate Drop Points (DP) that can be spent on relay bonuses when you drop between characters.

HP Balls

These little green balls restore small amounts of your character's health or HP (Hit Points).

Items

Items such as Potions, Hi-Potions, Panaceas, and more are sometimes dropped by enemies, appearing in little blue or red treasure chests. These items are picked up as you pass by them, just like other rewards.

Munny

Spend this currency at Moogles shops to purchase new commands and items.

REALITY SHIFT

Approaching certain objects or meeting certain requirements while engaging enemies (such as weakening them) causes the lock-on cursor to turn pink. When this happens, you can slide downward on the Touch Screen (or press **X** + **A** simultaneously) to activate Reality Shift. Reality Shift works differently in each world you visit:



Slingshot

In Traverse Town, touch the object or enemy on the Touch Screen, then slide it back and aim with the large glowing circle on the ground. Let go to launch the object or enemy in the trajectory shown and blast any enemies it hits. Fire a slingshot into the center of a group to damage all within range, simultaneously.

Faithline

In La Cité des Cloches, translucent globes hover above certain areas. Move to one of these and activate Reality Shift. When Reality Shift is initiated from an enemy, each foe in the immediate area will act as though it were a globe. Slide the stylus to connect the glowing dots on the Touch Screen. You then slide along the line you draw, dealing damage to any enemies you hit. Create a loop, and you can continue the slide for several laps. If no enemies fall within the Faithline, press Attack **A** to warp off and execute a Flowmotion attack against the nearest targets.



Code Break

In The Grid, touch the glowing letters on the Touch Screen to piece together the code. Touch only same colored words and letters to be effective. Each color-coded code has a different effect, and can reprogram machinery and enemies to work in your favor.



Bubble Burst

In Prankster's Paradise, the central globe on the Touch Screen shoots bubbles in the direction away from where you touch. The distance between the center globe and where you touch determines range and power: a smaller distance is more destructive, whereas a greater distance provides more range but is less damaging. When used against enemies, this Reality Shift encases the foe in a giant bubble that the character rides on. Move around the area catching other enemies in the bubble, then press **A** to damage them all at once or **B** to super-jump.



Wonder Comic

In The Country of the Musketeers, trap enemies in a comic book world where their ending will not be a happy one. Use the Touch Screen and follow all the directions correctly to blast all nearby foes. Touch actions to perform include swiping diagonally in varying directions, swiping upward or down, circling the center, or tapping on the enemy repeatedly.



Melody Catcher

In Symphony of Sorcery, use the Touch Screen to interact with the notes and conduct along with the rhythm, as dictated by the rings closing around the notes. Touch the blue notes at the instant the ring closes. Touch the pink notes on music bars when the ring closes, then slide along the measure with the note. In some areas, Melody Catcher changes the environment and opens new routes.



Nightmare's End/ Mirage Split

In The World That Never Was, slide the stylus across the Touch Screen to cut through the white links in the moving chains, dealing major damage to enemies or the environment. You must sever all the white links with three cuts or fewer, so wait for them to align properly onscreen. Sora and Riku each have their own styled version of this, though the mechanics are identical.



FLOWMOTION

Touching a wall or pole while sliding or rolling with **Y** triggers Flowmotion. An aura of light surrounds Sora or Riku, and they are then able to dash at high speeds, vault from wall to wall, and perform other acrobatic feats.

Press the **Y** button while running or Air Slide toward a wall or other obstacle to rocket off in the opposite direction. By sliding into a horizontal or vertical pole, you begin to spin around and draw in all surrounding enemies. Merely landing on a railing triggers Flowmotion, and the character slides along at high speeds.

After triggering Flowmotion, you can perform follow-up actions:

FLOWMOTION ATTACK

Press the **Y** button during any form of Flowmotion to unleash a powerful finishing move. The style of attack changes depending on the Flowmotion move being performed at the time. While Flowmotion attacks are a great way to wipe out one group of foes after another, you can't always rely on them in wide-open spaces.



SUPER-JUMP

Press the **Y** button during any form of Flowmotion to jump much higher than normal. When combined with Super Slide, the character can vault repeatedly to reach high ledges.



SUPER SLIDE

Press the **Y** button during any form of Flowmotion to rocket off and fly for long distances before landing. Connect to other walls, objects, and obstacles to keep Flowmotion going. You can use this technique to cross areas quickly.



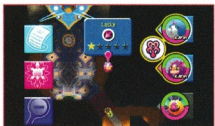
FLOWMOTION THROW

By sliding into large enemies, you begin to spin around them as if they were a vertical pole. You can perform any of the aforementioned Flowmotion actions while spinning around a large enemy. Pressing Attack **X** causes the character to hurl the large enemy into other foes, dealing damage to all.



LINK PORTALS

Access a Link Portal to face off against—or team up with—Spirits from other worlds. Link Portals appear as pink dots,



and they are displayed only on the Touch Screen map. Zoom in when near a Link Portal to view more information. Touch a Portal on the Touch Screen,

FRIENDSHIP PORTALS

Use these to temporarily replace your Spirits with those of an ally or another player (via StreetPass). The number of stars displayed indicates the strength and stamina of the Spirits summoned. The friendly Spirits will all start with full Link Gauges and replace yours for roughly one full minute. They can only be used in the area where they were activated.

BATTLE PORTALS

Use these to challenge the Spirits of an ally offline or another player (via StreetPass) for extra prizes and rewards. The battle continues until all Spirits are defeated. Battle Portals also feature Bonus Objectives, such as requiring that you execute at least three Flowmotion attacks or refrain from using **Q** button commands. Fulfilling the Bonus Objective criteria awards a bonus prize when the battle is over.

USING STREETPASS

By activating StreetPass for this software, you can automatically trade information and Link Portals with other players who have done the same.

Once you reach a certain point in your adventure, you gain the ability to place "Link Portals." There are two types: Battle Portals and Friendship Portals. By assigning Spirits to the Portals you create, you can send those Spirits to another player to either challenge them or assist them. Your Spirits gain EXP as they battle other players. You also gain access to their Link Portals in the same way.

DIVE MODE

Upon first entering any world, Sora and Riku must each dive. In this mini-game, you take down enemies and collect prizes as you fall at high speed through a kind of floating obstacle course. Your objective is to pass through the goal ring that lights up once you've met certain criteria, which vary from dive to dive.



During a dive, the character auto-targets enemies and breakable objects. However, the color of the marker indicates whether the target is within range. A red marker means your attacks won't hit the target, whereas yellow means they will. Press the **A** button to attack enemies and smash breakable objects. Press **Q** repeatedly to perform a combo. To defeat bosses, target their flashing weak points. You may need to perform other actions, defeat other enemies, or simply wait until a boss' weak point is revealed. Attacking also serves as a means of acceleration and getting through the dive more quickly.

Press **L** while falling to reduce speed. This action is used most effectively when attempting to pick up prizes arranged side-by-side in a flat pattern, or when attempting to steer away from an unbreakable obstacle. However, breaking too often increases completion time, so use it wisely.

Press **Y** during a dive to perform a Dodging Deflect. The character becomes briefly enclosed in a green shield, making them impervious to damage for a brief period. Use this wisely and with good timing to cancel damage from otherwise unavoidable attacks. Steer in any direction during a dodge to avoid obstacles.





If you pick up an orange-yellow or green and yellow magic prize, press **X** to perform a special magic attack. The command appears in the lower left corner of the screen after the pickup is collected. Magic attacks allow you to wipe out virtually everything on the screen at the moment within your plane of depth. Use these attacks wisely to take out large groups of enemies at once, or to wipe out massive obstacles.



Upon reaching the goal ring, the dive ends, and the player is ranked according to time taken to complete the dive and the number of prizes collected. Time is the main factor, since completing a dive more quickly increases the scoring multiplier up to x1000. As is most frequently the case, you must beat the top time in order to achieve an A Gold Diver ranking as well as the bonus prize (usually a good item or a new command). Therefore, the best strategy is to accelerate at every opportunity by pressing the **A** button.

DREAM DROPS

Players must alternate between Sora and Riku to complete the game. Press the Drop button that appears on the World Map, the main menu, or the pause menu to switch between characters. Try to do this outside of combat, or you'll return to the same battle after the other character's next drop. This includes boss battles, in which the state of the battle will be reset.



DROP GAUGE

The Drop Gauge (displayed in the lower right corner of the top screen) continues to decrease as you explore the field. Sleep and other negative status effects cause your Drop Gauge to drain more quickly. When the gauge runs out, you enter Bonus Time, and Droplets appear more often. After Bonus Time ends, you drop into the next character.



DROP BONUSES

When you drop, a screen appears where you can spend Drop Points (DP) to give the next character a bonus. Any leftover DP is converted to munny. At first, only two or three bonuses are available. Defeating certain bosses or unlocking worlds make more drop bonuses available.



There are three ways to earn DP:

1. Collect Droplets left by defeated enemies.
2. Find and complete Link Portals.
3. Collect a certain Lucky Item (displayed on the Forecast screen).

THE FORECAST

While on the Main Menu, the bottom screen shows the Forecast. With every drop, the worlds around you change. The Forecast is different for each world and will only apply to a character that is already in or enters that world before another drop occurs. Items may become cheaper at shops, or you may earn extra prizes or other bonuses. You can check this in advance using the Forecast, which shows you what is going to happen within the next two drops.



MENU

Press Start to access the main menu. Here, you can change your character's equipment, select commands, create and nurture Spirits, move Spirits in and out of your party, and review various other information. You can only access the main menu while on the World Map, or in the field when no enemies are around. Each of the eight choices on this menu links to special sub-screens or menus of their own.

PAUSE DURING A SCENE

Pressing Start while a scene is taking place pauses the event in action. You can choose "Skip Scene" to proceed.

PAUSE DURING COMBAT

Pressing Start during combat pauses the action. Press the "Drop" button to switch between playable characters. Just keep in mind that if you drop during a battle, you'll come back during the same battle!

SPIRITS

Here, you can bond with your Spirits by petting, feeding, or playing with them; create new Spirits; or switch Spirits in and out of your party.

On the Spirits screen, you'll see the Spirits currently in your party on the top screen. By holding AR Cards (like the one included with this game) up to the Nintendo 3DS cameras, you can reveal rare Spirits and bond with them. On the Touch Screen, tap or rub any of the Spirit silhouettes to pet them, raising their various stats. Training toys in your inventory are displayed across the bottom of the screen; touch any of them to begin playing a short mini-game with your Spirits to bond with them.

Take a photo of your Spirits by holding R and pressing **○**. Use the Circle Pad to adjust the camera's position. You can have your Spirits move to a new position by tapping the Touch Screen. Press **Y** to open the Ability Link board and unlock new abilities using Link Points acquired in combat. Press **△** to open the Spirits menu, which features the following options:

Change Party

Place up to three Spirits in your party at the same time. The first two Spirits (within the blue box) appear onscreen with the character, while a third (in the gray box) can be swapped in simply by dragging its icon up to a slot on the Touch Screen while on the field. Move the cursor to the Spirit that you wish to swap in, press **○**, select the Spirit in the top lineup to swap out, and press **△** again to confirm. This can also be performed by using a dragging motion on the Touch Screen. A shortcut to the Change Party menu can be found on the Touch Screen after pressing L or R while on the Main Menu.



Create Spirits

Choose this option to synthesize new Spirits from Dream Pieces collected. First, decide whether to create a Spirit by either using a recipe on hand or manually combining materials. When creating with a recipe, select the Spirit to create and then the materials to use. Creating with raw materials allows you to make Spirits without a specific recipe that you need to find. You can increase the amounts of materials used to increase the level and rank of the Spirit, and you can also sacrifice a command to grant them extra stat boosts or abilities.



Ability Link

Another way to access the Ability Link board for Spirits. Press L or R to scroll through the Spirits currently in the party, and press **○** to zoom in and out of the board on the bottom Touch Screen. Use the Circle Pad or **+** control to highlight an ability on the bottom screen, and use your finger or press **△** to select and purchase it with Link Points



UPGRADE SPIRITS' ABILITIES OFTEN

Unlocking new abilities for your Spirits makes them better allies in combat, and it also makes them easier to use in Flick Rush. If you feel the game getting harder, return to this screen to see if your Spirits could be helping you more than they are.

Camera





Select this option to bring up a pane of additional camera options, allowing you to use the outer camera's view or inner camera's view as the backdrop for photos of your Spirits. Additionally, you may choose to use the playroom as the backdrop for your photos.

COMMAND DECK

This menu allows you to manage both your Combat and Action Command Decks. Press the arrow button at the bottom of the screen to switch to editing the decks of the character currently in Dream Drop state.


Edit Deck

Select this option to choose which combat and action commands to install in your current deck. The cursor moves to the bottom Touch Screen, where you may select either the blue side to edit your Combat Commands that appear in your Command Deck while exploring and fighting, or the red side to edit your Action Commands that are basic things like jumping and blocking.


Press L or R while editing either Command list to quickly switch to the other. Scroll to a slot on the left side of the screen and press , then select a command from the right side of the screen and press  again to change commands. To reorder commands, press left on the  control to "lift up" a command, then move it up or down and press right on the  control to insert it into a new place.

On the Action Command screen, some abilities like Air Slide or Block have a connected slot for a sub-ability. For example, Sliding Crescent can be attached to Riku's Air Slide ability, enabling him to perform an extra attack immediately after an Air Slide. As you progress in the game, you obtain new Action Commands that are better than the default. For example, you'll want to replace Jump with High Jump and replace Block with Wake-up Block or Sliding Block, and so on.

SET A SHORTCUT

While editing your blue Combat Command deck, move the cursor onto a command installed in your deck and press , and you can make that command your "shortcut." You can quickly jump to your shortcut command in combat by pressing left on the  control. Recovery spells or healing items make great shortcuts, especially during boss battles.

Command List

This displays a complete list of all the commands at your disposal. You can discard a command you no longer need by highlighting it and pressing .

Switch Decks

You can create and rename up to three unique decks for each character. Use this option to pick the deck you want to take into the field.



ITEMS

This menu helps you keep tabs on your physical inventory.

Keyblade

New Keyblades obtained by unlocking worlds can be equipped in this screen. Each Keyblade has its advantages (easier Reality Shifts, more critical hits, etc.) and disadvantages (fewer Reality Shifts, fewer critical hits, etc.). Changes to the character's Strength and Magic are displayed in blue for an increase or red for a decrease.



Dream Pieces

Browse the pieces you can use to make Spirits.

Stock

View a complete list of everything in your inventory, aside from Combat, Action, and Item Commands.

ABILITIES

This menu shows what abilities you have learned from your Spirits and which new abilities your Spirits can unlock for you.

Stat Abilities

These power up your main character. Stat abilities only stay active while the Spirit you learned them from remains in your party.

Support Abilities

These grant a number of special powers. You can toggle abilities you have learned on and off by selecting them and pressing **X**.

Spirit Abilities

These affect the Spirits in your party. You can toggle Spirit abilities on and off.

STATS

This screen lets you check on your main characters' and Spirits' stats, as well as the Link Attacks or Styles you can perform with them.

Negative Status Effects

Enemy attacks and magic may cause you to become poisoned, fall asleep, or succumb to other negative statuses. You can wait these out, or you can use "Esuna" magic or the "Panacea" item to recover immediately.

REPORTS

This is a collection of game records and other useful information.

Story

Visit here to read up on the story for worlds you have completed.

Glossary

The *Kingdom Hearts* series is full of mysteries, and this glossary can help you catch up on a few of the bigger ones.

Game Records

Use this menu to keep track of your combat and story progress, collectibles, and other in-game achievements.

Character Files

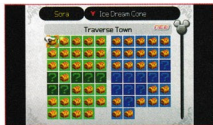
Read about the many unique characters you have met during your adventure.

Dream Eaters

This menu keeps track of how many Spirits you have obtained and how many Nightmares you have defeated, and it offers tips on taking more troubling adversaries down.

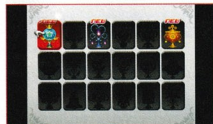
Treasures

There are a number of treasure chests hidden in each world. Stop by here to see how many you have found and what surprises were hiding inside.



Trophy Shelf

Certain in-game achievements unlock special trophies that you can view here. Unlocking a certain number of trophies along with answering three questions correctly at the end of the game may unlock an additional bonus movie during the ending, as explained at the end of the *Walkthrough*. Move the cursor across the trophies to view the criteria necessary for unlocking each, such as clearing the game, accumulating more than 2,000 Drop Points (DP), scoring more than 7,500,000 in Dive Mode, etc.



CONFIG

Use this menu to customize your game settings and change various game and controller functions.



Controls

There are two control types, A and B, and each handles camera movement and lock-on differently.

Camera Up/Down

This determines which direction the camera moves when you push the Circle Pad up or down.

Camera Left/Right

This determines which direction the camera moves when you push the L or R buttons, or the Circle Pad left or right.

Command Deck

This determines which direction the Command Deck shifts when you are selecting commands using **X** Up/Down.

Deck Scrolling

This lets you customize where the Command Deck scrolls to after you use the selected command.

Game Mode

This shows you which difficulty you chose at the start of your adventure. You cannot change this setting once the game is underway.

Nickname

This is the name you go by when placing Link Portals or playing Flick Rush. You can change this name at any time.

Diving Controls

This determines which direction Sora or Riku moves in Dive Mode when you push the Circle Pad up or down.

Subtitles

You can toggle cutscene subtitles on or off.

Circle Pad Pro

Use these settings to enable or disable the Circle Pad Pro, calibrate it, or check the battery.

MEMENTOS

These are special tutorials and movies that unlock as you proceed through the game.

Tutorials

Learn how to play the game directly in these hands-on tutorials.

Flashbacks

Find out more about the events immediately preceding your adventure by reviewing these optional scenes.

Game Help

Use this to review help screens that you have already seen during the game.

Chronicles

These documents summarize the events of previous *Kingdom Hearts* adventures.

FLICK RUSH

Flick Rush is a card game involving the Spirits you've created. Play this mini-game by speaking to the Moogles standing on the right side of the doorway at the northeast end of Traverse Town's Fourth District. If you choose "Flick Rush" from the **GAME** menu on the World Map, you'll be transported directly to the nearby save point in Traverse Town.

Pit three of your Spirits against an opponent's, flicking cards upward to use a Spirit's special attacks or downward to defend. To win, you must attack with higher-value cards than your opponent to reduce the HP of all their Spirits to zero. Winning Flick Rush tournaments against computer opponents earns you medals that you can trade in at the Medal Shop for new commands, recipes, and more.



BASICS

Using cards depletes the Action Gauge shown on the Touch Screen. If this gauge reaches zero, you won't be able to use cards for a short time.

Flick cards downward, and a barrier appears to protect your Spirit from harm. Defending like this does not deplete the Action Gauge. If the card you defend with has a higher value than your opponent's, your card evolves into a better one.



CARD VALUES

When you use a card, its value appears above your Spirit. When the attack hits, you will break your opponent's move if your card has the higher value. "Star" cards have the highest value. These cards break any move your opponent tries, no matter what the card value.



If you use two or more cards in quick succession, their values become added together. You can also flick two or more cards downward in quick succession, allowing you to defend with a higher

value. Frankly, this is a strategy that you need to implement early, even in the Beginner's Cup. Although it leaves each of your Spirits with fewer cards, and you'll need to switch out Spirits more, you'll deal higher damage and outlast the other team through aggressiveness. Flick out a low card and a high card just to prevent your hand from becoming weak too quickly.

DUEL

A duel is triggered when you and your opponent both play equal values. If this occurs, you are then dealt a hand of symbol cards. Flick cards upward to match three of the same symbol on the 3D screen. Discard the ones you don't need by flicking downward. The first player to match three symbols wins the duel and deals major damage to their opponent's Spirit. So basically, you want to be the one to line up three identical symbols on the top screen. Your eyes must move up and down between the two screens frantically to place what is missing or pull down what is in your way.



RELOADING CARDS

Use the Spirit icons on the Touch Screen to reload cards or tag Spirits into battle. The icons show the number of cards each Spirit has left. To reload a Spirit's cards, touch and hold that Spirit's icon until the light blue gauge that appears above your Spirit's icon fills up. Each time you reload, you get eight more cards.

TAGGING IN SPIRITS

You can tag another Spirit into battle by touching that Spirit's icon. Cards reload slowly but automatically for Spirits that are on the sidelines, so one strategy is to rotate Spirits out of battle as their cards run low.

TOURNAMENT

In this mode, you battle your way past computer opponents. Unlock more tournaments by winning the ones that are available or by completing other in-game requirements. Some tournaments are unavailable until you complete the different worlds in the game.

WIRELESS BATTLE

This mode lets you battle other players wirelessly. Wireless communication must be enabled. If an opponent is within range, their nickname appears in the list on the left of the 3D Screen. Choose an opponent, or host a match by selecting "Seek Opponent." Two Nintendo 3DS systems and two *Kingdom Hearts 3D: Dream Drop Distance* cards are required.

If your opponent is hosting the match, choose his or her nickname. If you want to host the match, choose "Seek Opponent." Once you have found your opponent, the host should choose "Ready" and press **X** to move you both into the Spirit selection screen and then the match.

TUTORIALS

Here, you can learn the rules by going hands-on with Flick Rush.

EXIT

Choose this to exit Flick Rush and return to the field.



SPIRITS

Kingdom Hearts 3D: Dream Drop Distance features Sleeping Worlds filled with spiritual entities known as Dream Eaters. As part of their quest to unlock the worlds and become Keyblade Masters, Sora and Riku must confront hordes of hostile Dream Eaters, known as Nightmares, that swarm in each of the dream realms. Fortunately, our heroes have access to materials that can generate friendly Dream Eaters, called Spirits, capable of devouring the Nightmares.

This chapter includes a Nightmare Bestiary that reviews each type of enemy Dream Eater—its behavior, attacks, and basic stats. The world bosses are listed in the Boss Bestiary, and some of their pertinent stats are provided, as well. However, to get a more complete picture of a boss's behavior, refer to the story walkthrough and find the special boss-fight section where the enemy appears.

Before we start scouting out enemies, however, let's open with the good news.

FRIENDLY SPIRITS

In *Dream Drop Distance*, you can use materials collected from fallen foes to create Dream Eater allies that fight Nightmares alongside Sora and Riku. Once created, these friendly Spirits get stronger as you nurture, train, feed, and bond with them. Strong allies can provide invaluable assistance in difficult battles. Here's a quick review of how to create Spirit allies.



Collecting Materials

Dream Pieces

Defeated enemies often drop special materials called Dream Pieces that you can gather up and combine to create Dream Eater allies. You'll also find Dream Pieces in treasure chests, and you can additionally purchase some from Moogle vendors. These materials have exotic names—Fleeting Fignment, Dulcet Fancy, Intrepid Fantasy—and they can be combined in many different ways to create a wide variety of friendly Spirits. The type of Dream Piece indicates its rarity within the game world. Fignment pieces are found quite commonly, while Fancy pieces come along less often. Fantasy pieces are the rarest and are often needed to create the most powerful Spirits.

Recipes (Key Items)

Keep an eye out for Dream Eater recipes as you progress. As you acquire them, they're listed on the Key Items page of your inventory. The recipes listed there—e.g., Meow Wow Recipe, Yoggie Ram Recipe, Tyranto Rex Recipe, and so on—give you a foolproof way to create the specific Dream Eater named.



Creating New Spirits

Once you've collected sufficient materials, the game gives you two ways to create a new Dream Eater ally: from the recipes you've gathered, or from scratch. First, press **START** and select Main Menu while on the World Map or press **START** in any area when you're not under attack. This opens the main menu. You should see an animation of your current main character, Sora or Riku, walking with the Spirit(s) currently active in your party.



Next, select the Spirits option from the main menu. If you do not have Spirits in your party yet, the game prompts you to create one, as per the tutorial at the beginning of the game. Also, if you have no Dream Eaters or enough Dream

Pieces to create one, you will not be able to access this menu until you do. Otherwise, you see the Spirits currently active in your party. Press **X** to open a menu on the Touch Screen, then select Create Spirits.

SPIRIT RANK AND AFFINITY

Each Spirit you create has one of six ranks that are a measure of its quality as a companion. From highest to lowest, the ranks are: Star, A, B, C, D, E. The higher the Spirit's rank, the better its overall stats and fighting ability. The Spirit rises in rank as it gains EXP and levels up in battles or in bonding and training exercises.

Each Spirit also has an Affinity rating that basically measures its "chemistry" with you—i.e., how much it likes you. As you build Affinity with the Spirit, its capabilities increase. To maintain Affinity, link often with your Spirits and spend plenty of time nurturing them, as well.

As Spirits increase in level they gain access to new and improved attacks and recovery commands. These abilities will also change based on their disposition. To view the repertoire of abilities that are in use by Spirits in your party, select Stats from the main menu, highlight the Spirit, and tap its stats page on the Touch Screen.



TO CREATE A NEW SPIRIT USING A RECIPE:

With the pointer on the Recipes button, press **A**, scroll to the Spirit you want to create, and press **A** again to select its recipe. (If a Spirit selection is grayed out, this means you don't have enough materials for that recipe.)

A list of the minimum materials required appears onscreen. Here, you can add materials to boost the Spirit's rank and/or level. You can also tack on a command from your Command list to give a stat boost to your new Spirit. (You can see the upgrade info on the top screen.)

When you have the Spirit configured the way you want, tap the OK button and confirm that you want to create it. Watch the cool animation as the Spirit comes into existence with a window displaying all of its starting stats.

Finally, give your new Spirit a name.



TO CREATE A NEW SPIRIT WITHOUT A RECIPE:

With the pointer on the Materials button, press **A** to access your materials list.

Scroll to the first material you want to use, and press **A** to select it.

Scroll to the second material you want to use. Not every combination is available—many choices are grayed out. You must select a second material from those that are still highlighted in white text.

Note that when your pointer is on a selection, the icon column on the far right shows you the most likely Spirit(s) to be created from this combination of materials. Occasionally, the icon contains a silhouette with an exclamation point. This means you have a chance to create a more powerful Spirit.



Press **A** to select the second material. If you highlight an icon that appears with an exclamation point, you will see the "Possible Spirits" listed on the top screen with the percentage chance you'll actually get that Spirit type with the materials you've selected.

Move your pointer to the Spirit type you want from the column at the far right and press **A**.

From here, the steps are the same as if you had created a Spirit using a recipe.



Activating/Changing Spirits

To activate Spirits you've created, press **START** to open the main menu and select Spirits. Press **X** to open the sub-menu, and tap on the yellow Change Party button. Alternatively, you can press **BOX** while on the main menu, and then **X** while on the Party Stats screen. Now, you can use the stylus to simply drag the icons of Spirits you've created up to one of the party slots at the top. If you already have Spirits in your party, the new Spirit icon swaps places with the one in the slot where you dragged it. Other Spirits you've created, but haven't placed in your party, remain listed on the pages below.

Up to two Spirits can be active in your party, plus one more in the reserve slot.

Remember that you can swap this reserve Spirit into the party at any time... even in the heat of battle! To do so, place your finger or stylus on the reserve Spirit's icon at the bottom of the Touch Screen and drag it upward to the first or second slot. The Spirit previously in that slot is swapped out, and the Spirit placed in the slot will appear in the field.



Linking with Spirits

As Spirits active in your party strike enemies, their pink Link Gauges fill up onscreen. (You can see these gauges on both the upper and lower screens.) When the gauge is full, "LINK" appears on the Spirit's Link Gauge. Tap the Spirit's icon on the Touch Screen to link up with that Spirit. When linked, the entity lends its power to Sora or Riku for special moves:

- When playing as Sora, the link with your Spirit creates a powerful "Link Attack"—a cooperative move, with both Sora and the Spirit working together.
- If your main character is Riku, the Spirit imbues Riku with its essence to create a unique "Link Style"—a potent new attack style executed by Riku alone.

These Link Attacks/Styles are devastating and particularly useful against more powerful enemies. However, don't just link with your Spirits when confronted by boss fights—link *often* to boost EXP, gain more Link Points (see The Ability Link Board below), and improve your Spirits' Affinity. These positive results boost Spirit stats and let you unlock better abilities for yourself and your Spirits, which improves your party's fighting prowess.



Dual Link

If you have two Spirits active in your party and both Link Gauges are full, you can touch the Spirit symbol between the two icons to link with both Spirits at once, or "Dual Link." Attacks using links with both Spirits at the same time are among the most powerful in the game, and they prove extremely useful against bosses.



BUTTON LINK

As mentioned in the Game Introduction, button shortcuts are also available for linking with your Dream Eater allies. Press **L + R + X** to link with your first Spirit, or **L + R + Y** to link with your second Spirit. When both gauges are full, press **L + R + X** to Dual Link with both Spirits simultaneously.

Link Critical

If a basic attack lands on a foe at the same time that one of your Spirits strikes that same foe, the result sends nearby enemies flying and gives a massive surge to your Link Gauge. For most players, performing a Link Critical is a lucky result, but expert players try to time their hits with their Spirits' attacks.

The Ability Link Board

Fighting alongside your Spirit allies, linking with them, and bonding with them earns Link Points (LP) for those Spirits. These are special credits that you can use to unlock new commands and abilities, which benefit Riku and Sora and their relationships with their Spirits. You make these acquisitions on a special screen called the Ability Link board.

TO OPEN THE ABILITY LINK BOARD FOR A SPIRIT:

Press **HOME** and select Spirits from the main menu. Then press **Y** to open the Ability Link board.

Use L or R to scroll to the active Spirit you want on the top screen. That Spirit's Ability Link board automatically appears on the Touch Screen below—a branching tree of connected slots.

You begin on a keyhole icon marked "Start." Scroll over to an adjacent connected slot. The item you can purchase there is revealed in a popup window below it. Keep in mind that the commands you select through the Ability Board are unlocked for use by Sora and Riku, not for the Spirits through which you unlock them. However, unlocked abilities are specific to that Spirit and are applied to the main character when the Spirit is active in the party.

If you have enough Link Points to acquire the item, simply press **A** to purchase it. (Note: only commands or abilities in adjacent connected slots on the board can be purchased. You can't skip ahead on the tree.) Some commands or abilities on a Spirit's Ability Board can only be unlocked by changing the Spirit's disposition. See if you can fully complete each Spirit's Ability Board by unlocking each slot!



Bonding with Spirits

Kingdom Hearts 3D: Dream Drop Distance gives you several ways to "bond" or interact with your Spirits. When you bond with a Spirit, you can raise its EXP to help it level up, earn more Link Points, increase its Affinity rating, or even change its disposition. Doing these things can boost the Spirit's fighting effectiveness.

Petting

One way to bond with your Spirits is to pet or nudge them. After you select Spirits from the main menu, you see the Spirits currently in your party depicted in silhouette on the Touch Screen.

Tap twice on the Spirit silhouette you want to pet to get a close-up, then start rubbing or poking your stylus, or your finger, over the silhouette. Musical notes expressing pleasure start surrounding the Spirit on the top screen.

Try to pet all areas—head, body, tail—using different motions. You can rotate the camera using Analog Stick to get different perspectives.



Different spots on the creature elicit different reactions; these reactions appear on the top screen as up-arrows with numbers that display boosts in

LP, EXP, or Affinity. One of these stats boost that constantly appear is the Affinity, which appears as a heart icon with a number. If the number is higher than 10, it means you have found a spot where that Spirit likes to be petted. Your Spirit's disposition may change, too! Keep petting until you stop getting reactions. Later, after you clear a few more areas of the current world, return to this screen and try petting again.

Tasty Treats

Another way to bond with Spirits is to feed them treats. As you progress through world areas, you pick up food items, some of which can be purchased from Moogle Shops. Once you have a few snacks, select Spirits from the main menu and double-tap the food item on the inventory row at the bottom of the Touch Screen to open the feeding interface. Here, you simply use the stylus to drag food icons up to the flashing arrows. This tosses that food type to your Spirits. When a Spirit eats a treat, its stat bar appears with arrows



and numbers showing the LP, EXP, Affinity boost, or stat increase. You can only throw up to three treats at a time.



If Spirits don't consume a treat right away, be patient—sometimes Spirits are picky eaters. Wait a few seconds before

you try another food item. If the Spirits remain reluctant to eat, hit **Y** to return to the playscape and tap the treat's silhouette on the Touch Screen.

Training Toys

BALLOON



On the Spirits playscape, double-tap the Mickey-shaped balloon icon at the bottom of the screen to start training. Your Spirits bounce balloons toward

you, seen on both the upper and lower screens. On the Touch Screen, tap each balloon silhouette that appears in order to bounce the balloon back toward your Spirits. To gain even more points, wait until you see the arrows appear around the balloon on the top screen before you tap the balloon on the Touch Screen. This requires looking quickly from the top screen to the bottom screen, or good use of peripheral vision, and can take some practice. The longer you wait before the balloon disappears, the better your score. Successful balloon-bouncing boosts your Spirits' Affinity and EXP. Keep playing until all of the balloons have disappeared.

WATER BARREL



On the Spirits playscape, double-tap the barrel icon at the bottom of the screen to start training. Your active Spirits appear onscreen inside bubbles—if they are not natural swimmers—within an underwater room filled with prizes and spiky bombs. Tap on or near the

silhouettes of your Spirits to propel them along the room toward the prizes for collection. Tap the TOUCH icon marking spiky bomb locations to detonate them. The explosion sends your Spirits ricocheting off the walls—a good way for them to scoop up multiple prizes quickly! Try to place Spirits in a strategic position before using a bomb to send them flying in the desired direction. Keep playing until the time limit expires. Finishing the Water Barrel mini-game will raise your Spirits' EXP and LP.

TREASURE GOGGLES



On the Spirits playscape, double-tap the goggles icon at the bottom of the screen to start training. Your active Spirits appear onscreen

in a grid where treasure and spiky bombs are hidden. Touch any spot on the grid to have your Spirits travel there; when you get close to a treasure, an exclamation point appears onscreen. Move the Nintendo 3DS around to point the camera at different parts of the grid to reveal new areas. Press **A** to use the Treasure Goggles to scan the immediate onscreen area and temporarily reveal treasures and bombs.

This Scan function must recharge after each use. Tap on a treasure when it appears to send your Spirits for collection, but don't let them touch the bombs in this landscape—if a Spirit hits a bomb, the detonation knocks it unconscious for a short time! Keep playing until the time limit expires.

CUSTOMIZING SPIRITS

Eight different colors of paint are available in the game. Once you acquire a paint gun, you can use it to change the primary color of one of your Spirits. Just double-tap the paint gun icon to open a paint interface. Tap on a color to select it, use the directional pad, or move the 3DS around, to center the target reticule on the Spirit you want to paint, and then hold **O**, or tap the color's icon, to launch the paint! It can take a few shots before you begin to see the color coming through clearly.



FRIENDLY SPIRIT TABLES

This section lists all of the friendly Spirit types you can create in the game in alphabetical order. Included are each Spirit's primary "attribute" (the element that infuses its attacks—Fire, Water, Physical, etc.), its basic stats, the Dream Piece combinations or recipes you can use to create that Spirit, and a list of the Spirit's four possible dispositions along with a description of the behavior associated with each one.



BASIC STATS

HP	47.8
STRENGTH	11.0
MAGIC	10.8
DEFENSE	7.6

AURA LION

Primary Attribute: Light

RECIPE 1	RECIPE 2	RECIPE 3	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Brilliant Fantasy + Intrepid Fantasy	Intrepid Fantasy + Noble Fantasy	Savage Fantasy + Noble Fantasy	Aura Raid	Shining Hammer
DISPOSITION	LIONHEART	PARAGON	CLEAR MIND	NOBLE
	Employs ordinary attacks	Doesn't charge up before dash or bite	Uses magic attacks	Charged attacks only



BASIC STATS

HP	50
STRENGTH	11.2
MAGIC	7.6
DEFENSE	7.2

CERA TERROR

Primary Attribute: Physical

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Grim Fantasy + Intrepid Fancy	Grim Fantasy + Intrepid Fantasy	Grim Fantasy + Fleeting Fancy	Grim Fantasy + Fleeting Fantasy	Grim Fantasy + Wild Fantasy	Roll Call	Shining Hammer
DISPOSITION	DEMOLISHER	BUSTER	DRILL SARGE	ROLL MEISTER		
	Uses stronger moves	Uses weaker moves	Does not go into Spike Mode	Uses Spike Mode frequently		



BASIC STATS

HP	38.1
STRENGTH	8.4
MAGIC	10.8
DEFENSE	6.9

CHEF KYROO

Primary Attribute: Fire

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Lofly Fantasy + Brilliant Fantasy	Wonderous Fancy + Malleable Fantasy	Wonderous Fancy + Intrepid Fancy	Wonderous Fancy + Noble Fancy	Wonderous Fancy + Troubling Fignit	Decussation	Fire Raid
DISPOSITION	CUISINIER	COMMIS		PÂTISSIER	PYROMANGER	
	Attacks with weapon and Fire; tries to shield allies	Fewer attacks but more defense		Mostly uses magic attacks	Uses only Fire attacks	



BASIC STATS

HP	42.4
STRENGTH	10
MAGIC	10.8
DEFENSE	7.5

CYBER YOG

Primary Attribute: Thunder

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Noble Fancy + Fleeting Fignent	Noble Fantasy + Lofty Fancy	Noble Fancy + Grim Fignent	Noble Fancy + Grim Fancy	Noble Fantasy + Grim Fancy	Whirling Brono	Thunderstorm
DISPOSITION	BLITZEN	DONNER	COMET	CUPID		
	Uses horns in close and Yoggy Laser from a distance	Same as Blitzen but different laser sweep	Mostly uses magic attacks	Uses only laser attacks		



BASIC STATS

HP	36
STRENGTH	3.2
MAGIC	10
DEFENSE	6.7

DRAK QUACK

Primary Attribute: Fire

RECIPE 1	RECIPE 2	RECIPE 3	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Wondrous Fantasy + Dulcet Fantasy	Wondrous Fantasy + Wild Fantasy	Wondrous Fantasy + Vibrant Fancy	Tail Groove	Fire Raid
DISPOSITION	FIRECRACKER	BOMBSHELL	HELPER	TROUBLEMAKER
	Prefers rockets and firecrackers	Fights up close	Somewhat long-range fighter that supports the player	Shoots everywhere, using Pinwheel as its main attack



BASIC STATS

HP	48.9
STRENGTH	10.7
MAGIC	7.6
DEFENSE	7.1

DRILL SYE

Primary Attribute: Physical

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Malleable Fantasy + Fleeting Fancy	Noble Fancy + Fleeting Fancy	Vibrant Fantasy + Epic Fantasy	Noble Fantasy + Intrepid Fancy	Noble Fantasy + Intrepid Fantasy	Roll Call	Shining Hammer
DISPOSITION	DESTROYER	BUMPER	DRILL SARGE	ROLL MEISTER		
	Uses stronger moves	Uses weaker moves	Does not go into Spike Mode	Uses Spike Mode frequently		



BASIC STATS

HP	34.9
STRENGTH	7.9
MAGIC	9.8
DEFENSE	6.6

DUCKY GOOSE

Primary Attribute: Blizzard

RECIPE 1	RECIPE 2	RECIPE 3	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Vibrant Fancy + Dulcet Fancy	Vibrant Fancy + Dulcet Fantasy	Prickly Fantasy + Dulcet Fantasy	Tail Groove	Shining Hammer
DISPOSITION	HARD WORKER	WILD CARD	WINGMAN	GIFT-GIVER
	Basic attacks	Uses items in a different pattern	Supports with magic	Actively uses items



BASIC STATS

HP	43.5
STRENGTH	10.5
MAGIC	8.1
DEFENSE	6.4

EAGLIDER

Primary Attribute: Fire

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Prickly Fantasy + Fleeting Figment	Prickly Fantasy + Fleeting Fancy	Epic Fantasy + Lofty Fancy	Prickly Fantasy + Grim Fancy	Prickly Fantasy + Troubling Figment	Fly-by Knight	Fire Raid
DISPOSITION	ACE	VULCAN	BOMBER	TRACER		
	Normal attacks	Favors its Vulcan Strafe attack	Only does Air Raid bomb runs	Only does Feather Missile attacks		



BASIC STATS

HP	46.8
STRENGTH	10.2
MAGIC	10.3
DEFENSE	7.2

ELECTRICORN

Primary Attribute: Thunder

RECIPE 1	RECIPE 2	RECIPE 3	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Lofty Fancy + Fleeting Fancy	Lofty Fancy + Fleeting Fantasy	Lofty Fantasy + Fleeting Fantasy	Equestrian Raid	Thunderstorm
DISPOSITION	SHOCK THERAPIST	CAPACITOR	TEMPEST	LIGHTNING BOLT
	Uses Thunder only as it adapts to the situation	Charges up Thunder, then takes action	Mostly magic attacks	Attacks quickly; doesn't bother charging up Thunder



BASIC STATS

HP	34.9
STRENGTH	7.7
MAGIC	11.1
DEFENSE	7.9

ESCARGLOW

Primary Attribute: Physical

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	RECIPE 6	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Fleeting Figment + Noble Figment	Fleeting Figment + Grim Figment	Fleeting Figment + Vibrant Figment	Fleeting Figment + Wondrous Figment	Fleeting Fancy + Malleable Fantasy	Fleeting Fancy + Grim Figment	Roll Call	Wavesurfer
DISPOSITION	BLINDSIDER	SMALL SUPPORT	CONJURER	BRICK WALL			
	Keeps coming at enemies aggressively	Attacks while supporting its allies	Mostly uses magic attacks	Prides itself on its iron-clad defense			



BASIC STATS

HP	36
STRENGTH	8.4
MAGIC	8.4
DEFENSE	7.1

FIN FATALE

Primary Attribute: Water

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	RECIPE 6	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Rampant Fancy + Noble Figment	Rampant Fancy + Troubling Figment	Rampant Fancy + Troubling Fancy	Rampant Fantasy + Prickly Fantasy	Rampant Fantasy + Noble Fancy	Wondrous Fancy + Noble Figment	Water Blaster	Wavesurfer
DISPOSITION	GRUNT	CHARGER	WATER SLINGER	DIVER			
	Aggressive with normal range of attacks	Often rushes in from mid-range	Mainly uses Power Spout from long range	Repeatedly uses the Fishapult dive attack			



BASIC STATS

HP	32.7
STRENGTH	8.7
MAGIC	8.4
DEFENSE	7.5

FISHBONÉ

Primary Attribute: Dark

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Wondrous Fancy + Rampant Fignent	Wondrous Fancy + Rampant Fancy	Wondrous Fancy + Prickly Fantasy	Noble Fantasy + Wild Fantasy	Water Blaster	Darkest Fears
DISPOSITION	RAIDER	ANCHOR	HITMAN	BONEHEAD	
	Uses normal range of attacks	Favors Land Swimmer attack	Favors Power Spout from long range	Repeatedly uses Fishpult	



BASIC STATS

HP	39.2
STRENGTH	9.7
MAGIC	11.7
DEFENSE	7.2

FLOWBERMEOW

Primary Attribute: Light

RECIPE 1	RECIPE 2	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Malleable Fantasy + Fleeting Fantasy	Malleable Fantasy + Brilliant Fantasy	Meow Wounce	Shining Hammer
DISPOSITION	FIDO	ROVER	WHISKERS
	Uses all attacks and actively attacks its enemies in a balanced manner	Reckless type that attacks with only Horn Bounce	Mostly participates by doing magic attacks
			MITTENS
			Devotes itself more to replenishing allies' HP than attacking



BASIC STATS

HP	41.9
STRENGTH	9.7
MAGIC	10.3
DEFENSE	6.7

FROOTZ CAT

Primary Attribute: Dark

RECIPE 1	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Brilliant Fantasy + Charming Fantasy	Paw Groove	Darkest Fears
DISPOSITION	MIXED BAG	PRETTY KITTY
	Uses basic set of attacks and recovery	Constantly spinning around
		CATNIPPER
		Launches attacks from long range; conjures Musical Storm when close
		SWEETHEART
		Uses only music magic



BASIC STATS

HP	37.0
STRENGTH	10.0
MAGIC	9.5
DEFENSE	6.2

GHOSTABOCKY

Primary Attribute: Dark

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Wondrous Fantasy + Lofty Fancy	Wondrous Fantasy + Dulcet Fignent	Wondrous Fantasy + Dulcet Fancy	Wondrous Fantasy + Troubling Fantasy	Vacuum Ghost	Darkest Fears
DISPOSITION	BIG EATER	PHANTOM	SHAMAN	SPLIT PERSONALITY	
	Lots of close-range, direct attacks	Balanced type with Icy Reflux as its go-to attack	Only magic-type actions	Acts in a pattern that uses Go Go Ghosting	



BASIC STATS

HP	43.5
STRENGTH	10.7
MAGIC	8.1
DEFENSE	6.6

HALBIRD

Primary Attribute: Light

RECIPE 1	RECIPE 2	RECIPE 3	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Lofty Fancy + Epic Fantasy	Lofty Fantasy + Prickly Fantasy	Lofty Fantasy + Epic Fantasy	Fly-by Knight	Shining Hammer
DISPOSITION	SKY MASTER	HARRIER	ASSASSIN	COMMANDER
	Uses normal attacks in a well-balanced fashion	Likes to attack with Vertical Dives	Attacks specific targets from up in the air	Favors ranged attacks from long distance



BASIC STATS

HP	34.9
STRENGTH	9.5
MAGIC	8.4
DEFENSE	6.2

HEBBY REPP

Primary Attribute: Fire

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	RECIPE 6	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Intrepid Figrant + Fleeting Figrant	Intrepid Figrant + Rampant Fantasy	Intrepid Figrant + Noble Figrant	Intrepid Figrant + Troubling Fantasy	Intrepid Fancy + Noble Figrant	Intrepid Fancy + Charming Fantasy	Flame Thrower	Fire Raid
DISPOSITION	WHEELER	SALAMANDER	SERPENT	HYDRA			
	Mostly uses the Burning Rubber attack	Uses only Fire attacks and shoots fireballs	Uses all attacks but doesn't lose its temper	Goes Hebbly Berserk as soon as the battle starts			



BASIC STATS

HP	38.1
STRENGTH	9.2
MAGIC	11.1
DEFENSE	6.8

ICEGUIN ACE

Primary Attribute: Blizzard

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Rampant Fantasy + Lofty Fancy	Rampant Fantasy + Lofty Figrant	Rampant Fantasy + Lofty Fancy	Rampant Fantasy + Lofty Fantasy	Rampant Fantasy + Wild Fantasy	Belly Raid	Wavesurfer
DISPOSITION	SKATER	WINGMAN		SLIDER		BIRDBRAIN
	Aggressive; likes to slide toward enemies	Mainly support role		Hurls ice from afar		Bets it all on flying Ice Dive



BASIC STATS

HP	37
STRENGTH	10
MAGIC	9.2
DEFENSE	6.2

JESTABOCKY

Primary Attribute: Thunder

RECIPE 1	RECIPE 2	RECIPE 3	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Rampant Figrant + Vibrant Fantasy	Rampant Figrant + Vibrant Fantasy	Charming Fantasy + Vibrant Fantasy	Vacuum Ghost	Thunderstorm
DISPOSITION	PICKY EATER	FLAKE	CHICKEN	GOURMAND
	When at a distance, it transforms into a prize, then attacks when enemies get close	Well balanced but only attacks at random	Keeps its distance and attacks	Frequently tries to chomp or slurp enemies



BASIC STATS

HP	39.2
STRENGTH	9.5
MAGIC	9.5
DEFENSE	6.9

JUGGLE PUP

Primary Attribute: Blizzard

RECIPE 1 Vibrant Fantasy + Epic Fantasy	RECIPE 2 Vibrant Fantasy + Fleeting Fantasy	RECIPE 3 Vibrant Fantasy + Wondrous Fantasy	RECIPE 4 Vibrant Fantasy + Wondrous Fantasy	LINK ATTACK (SORA) Lucky Dice	LINK STYLE (RIKU) Wavesurfer
DISPOSITION	ACROBAT Uses stronger moves	HALF-PINT Uses weaker moves	PRESTIDIGITATOR Uses all beach ball attacks	SWINDLER Uses all dice attacks	



BASIC STATS

HP	40.7
STRENGTH	10.2
MAGIC	10.3
DEFENSE	8.1

KAB KANNON

Primary Attribute: Physical

RECIPE 1		LINK ATTACK (SORA)	LINK STYLE (RIKU)	
Savage Fantasy + Brilliant Fantasy		Target Shot	Fire Raid	
DISPOSITION	STRIKER	ACK-ACK	BODYGUARD	LAUNCHER
	Aims for its enemies with shot-type attacks	Does exploding support attacks with Mortar	Tries to protect its allies with Support Shot	Uses Magic Shot and inflicts special damage



BASIC STATS

HP	48.9
STRENGTH	11.2
MAGIC	10.3
DEFENSE	7.7

KEEBA TIGER

Primary Attribute: Dark

RECIPE 1		RECIPE 2		LINK ATTACK (SORA)		LINK STYLE (RIKU)		
Savage Fantasy + Prickly Fantasy		Savage Fantasy + Noble Fantasy		Aura Raid		Darkest Fears		
DISPOSITION	CONQUEROR		USURPER		CRUEL MIND		FORCE OF NATURE	
	Occasionally uses charged attacks		Doesn't charge up before attacks		Uses magic attacks		Only charged attacks	



BASIC STATS

HP	37
STRENGTH	9.7
MAGIC	9.8
DEFENSE	8.1

KO KABUTO

Primary Attribute: Physical

RECIPE 1 Noble Fantasy + Lofly Fancy	RECIPE 2 Noble Fantasy + Grim Fancy	RECIPE 3 Noble Fantasy + Intrepid Fignit	RECIPE 4 Noble Fantasy + Rampant Fignit	RECIPE 5 Noble Fantasy + Intrepid Fancy	RECIPE 6 Noble Fantasy + Troubling Fantasy	LINK ATTACK (SORA) Target Shot	LINK STYLE (RIKU) Fire Raid
DISPOSITION	TANK Aims for its enemies with shot-type attacks like Tracer	GRENADIER Does exploding support attacks with Mortar	BODYGUARD Tries to protect its allies with Support Shot	LAUNCHER Uses Magic Shot to inflict special damages			



BASIC STATS

HP	32.7
STRENGTH	8.2
MAGIC	10.8
DEFENSE	5.9

KOMORY BAT

Primary Attribute: Dark

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Troubling Fignent + Rampant Fignent	Troubling Fignent + Lofty Fignent	Troubling Fignent + Intrepid Fignent	Troubling Fancy + Charming Fantasy	Troubling Fancy + Rampant Fignent	Fly-by Knight	Darkest Fears

DISPOSITION	AGGRO	WINGMAN	RESCUER	SABOTEUR
	Actively attacks, concentrating on direct strikes	Support attack type: uses indirect attacks from mid-range	Mainly supports its allies with healing/recovery	Causes chaos by mainly inflicting status ailments



BASIC STATS

HP	46.8
STRENGTH	10.2
MAGIC	7.9
DEFENSE	6.9

KOOMA PANDA

Primary Attribute: Physical

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	RECIPE 6	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Vibrant Fancy + Rampant Fignent	Vibrant Fancy + Intrepid Fignent	Vibrant Fancy + Intrepid Fancy	Vibrant Fantasy + Malleable Fantasy	Vibrant Fantasy + Intrepid Fignent	Vibrant Fantasy + Intrepid Fancy	Swing Fling	Shining Hammer

DISPOSITION	BOXER	WRESTLER	BRUISER	GRAPPLER
	Mostly uses Panda Punch to engage	Mostly uses Kooma Tackle to engage	Adds Tea Table attack to repertoire	Only does close-range attacks; never leaves its enemy alone



BASIC STATS

HP	36
STRENGTH	9.7
MAGIC	10.6
DEFENSE	7.3

LORD KYROO

Primary Attribute: Thunder

RECIPE 1	RECIPE 2	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Brilliant Fantasy + Noble Fancy	Brilliant Fantasy + Noble Fantasy	Decussion	Thunderstorm

DISPOSITION	WARMONGER	POPULIST	EMPIRICIST	SELFLESS RULER
	Actively attacks	Balanced	Especially good with magic attacks/support	Especially good at using its body to guard



BASIC STATS

HP	37
STRENGTH	8.4
MAGIC	11.1
DEFENSE	6.8

MAJIK LAPIN

Primary Attribute: Dark

SPIRIT	RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Majik Lapin	Dulcet Fantasy + Fleeting Fignent	Dulcet Fantasy + Brilliant Fantasy	Dulcet Fantasy + Troubling Fignent	Dulcet Fantasy + Troubling Fancy	Intrepid Fantasy + Wondrous Fantasy	Swing Fling	Thunderstorm

DISPOSITION	MAGE	SPARK JOCKEY	ACCOMPLICE	ILLUSIONIST
	Combines magic and hand-to-hand combat	Prefers Fire and Dark attacks	Generally supports your main character	Powerful magic commands and status ailments



BASIC STATS

HP	36
STRENGTH	10.5
MAGIC	8.4
DEFENSE	6.7

ME ME BUNNY

Primary Attribute: Physical

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	RECIPE 6	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Fleeting Fancy + Lofly Fantasy	Intrepid Fancy + Troubling Figment	Intrepid Fancy + Fleeting Figment	Intrepid Fancy + Rampant Figment	Intrepid Fancy + Prickly Fantasy	Intrepid Fancy + Rampant Figment	Swing Fling	Thunderstorm
DISPOSITION		BRUISER Likes to engage in bare-knuckled fights		SPINNER Repeats a pattern of hopping around and then resting		SPACE INVADER Dashes in with its Me Me Cross, then hits with a combo	
						HOPPER Bounces around doing attacks that hit multiple targets	



BASIC STATS

HP	36
STRENGTH	8.4
MAGIC	11.1
DEFENSE	6.6

MEOW WOW

Primary Attribute: Physical

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	RECIPE 6	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Rampant Figment + Vibrant Figment	Rampant Figment + Vibrant Fancy	Rampant Figment + Vibrant Fantasy	Malleable Fantasy + Wild Fantasy	Malleable Fantasy + Vibrant Fancy	Vibrant Figment + Vibrant Fancy	Meow Wounce	Shining Hammer
DISPOSITION		STRAY Aggressively uses all horn attacks		RASCAL Attacks recklessly with leaping Horn Dives		SMART COOKIE Mostly participates by doing magic attacks	
						SIDEKICK Devotes itself more to replenishing allies' HP	



BASIC STATS

HP	39.6
STRENGTH	8.9
MAGIC	11.7
DEFENSE	6.6

MEOWJESTY

Primary Attribute: Physical

RECIPE 1	RECIPE 2	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Malleable Fantasy + Rampant Fantasy	Malleable Fantasy + Dulcet Fantasy	Meow Wounce	Shining Hammer
DISPOSITION		WILD ANIMAL Actively pursues melee attacks with its horn	
		POUNCER Prefers Horn Bounce	
		MAGICIAN Adds magic attacks	
		BEST FRIEND Attacks regularly but replenishes allies' HP when low	



BASIC STATS

HP	38.1
STRENGTH	9.2
MAGIC	9.8
DEFENSE	6.7

NECHO CAT

Primary Attribute: Dark

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	RECIPE 6	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Dulcet Fantasy + Charming Fantasy	Dulcet Fantasy + Rampant Figment	Dulcet Fancy + Rampant Figment	Dulcet Fancy + Charming Fantasy	Dulcet Fancy + Troubling Figment	Dulcet Fancy + Wondrous Fantasy	Paw Groove	Darkest Fears
DISPOSITION		MULTI-TALENT Normal actions		DANCER Constantly spinning around		DIVA Launches attacks from long range; conjures Musical Storm when close	
						ARTIST Uses only music magic	



BASIC STATS

HP	31.6
STRENGTH	7.9
MAGIC	12.7
DEFENSE	6.2

PEEPSTA HOO

Primary Attribute: Dark

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Wondrous Fignment + Dulcet Fignment	Wondrous Fignment + Troubling Fignment	Wondrous Fancy + Dulcet Fignment	Wondrous Fancy + Malleable Fantasy	Troubling Fantasy + Charming Fantasy	Fly-by Knight	Darkest Fears
DISPOSITION	WATCHER	SWEPPER	SCOUT	PATROLLER		
	Scans for weaknesses, then attacks accordingly	Doesn't use Scan; attacks with Feather Shuriken only	Uses Scan and fights with magic	Uses Scan and engages		



BASIC STATS

HP	45.7
STRENGTH	10.5
MAGIC	10
DEFENSE	7.1

PEGASLICK

Primary Attribute: Light

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Lofty Fancy + Fleeting Fignment	Lofty Fancy + Fleeting Fancy	Lofty Fancy + Dulcet Fancy	Lofty Fantasy + Dulcet Fancy	Lofty Fantasy + Brilliant Fantasy	Equestrian Raid	Thunderstorm
DISPOSITION	CYCLONE	TYPHOON	HURRICANE	STORMGOER		
	Uses Cyclone Charge as it adapts to the situation	Charges up weather attacks; also uses basic attacks	Mostly magic-based actions	Doesn't bother charging up weather attacks		



BASIC STATS

HP	37
STRENGTH	9.7
MAGIC	8.1
DEFENSE	7.6

PRICKLEMANE

Primary Attribute: Physical

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Intrepid Fignment + Rampant Fignment	Intrepid Fignment + Rampant Fancy	Intrepid Fignment + Wild Fantasy	Intrepid Fignment + Charming Fantasy	Hammer Throw	Shining Hammer
DISPOSITION	VOLCANO	SCRAPPER	INTELLECTUAL	BOUNCER	
	Quick to lose temper	Only uses Prickle Spin; actively closes distance	Has all attacks but never loses its temper	Uses jumping attack and fights in a hit-and-wait pattern	



BASIC STATS

HP	43.1
STRENGTH	10
MAGIC	10
DEFENSE	6.9

R & R SEAL

Primary Attribute: Blizzard

RECIPE 1		LINK ATTACK (SORA)	LINK STYLE (RIKU)	
Wild Fantasy + Charming Fantasy		Lucky Dice	Wavesurfer	
DISPOSITION	SEA LION	DRIFTWOOD	SHOW-OFF	HIGH ROLLER
	Uses a balanced set of attacks: ball, dice, and meleé	Dice attack is weaker	Mainly employs all beach ball attacks	Employs all dice attacks



BASIC STATS

HP	50
STRENGTH	11.5
MAGIC	9.2
DEFENSE	7.7

RYU DRAGON

Primary Attribute: Fire

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Brilliant Fantasy + Lofly Fancy	Brilliant Fantasy + Lofly Fantasy	Brilliant Fantasy + Prickly Fantasy	Brilliant Fantasy + Epic Fantasy	Decussation	Fire Raid
DISPOSITION	FAFNIR	WYVERN	TIAMAT	BAHAMUT	
	Slashes foes on ground; rises to spit fireballs from air	Fewer fireballs but pursues foes using Dragon's Breath	Mostly ground attacks	Mostly aerial flame attacks	



BASIC STATS

HP	31.6
STRENGTH	8.2
MAGIC	10.3
DEFENSE	6.9

SIR KYROO

Primary Attribute: Water

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	RECIPE 6	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Noble Fancy + Lofly Fignment	Noble Fancy + Rampant Fancy	Noble Fancy + Intrepid Fignment	Noble Fancy + Grim Fignment	Noble Fantasy + Epic Fantasy	Noble Fantasy + Grim Fignment	Decussation	Wavesurfer
DISPOSITION	WARRIOR	KNIGHT	PALADIN	GUARDIAN			
	Actively attacks	Balanced	Especially good with magic attacks/support	Especially good at using its body to guard			



BASIC STATS

HP	50
STRENGTH	12
MAGIC	9
DEFENSE	8.3

SKELTERWILD

Primary Attribute: Blizzard

SPIRIT		RECIPE 1	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Skelterwild		Wild Fantasy + Brilliant Fantasy	Ice Raid	Darkest Fears
DISPOSITION	BARBARIAN	BULLY	SAVAGE	FIEND
	Attacks from any distance; head and body attack separately at times	Sticks to short-range attacks; head and body never separate	Prefers Sonic Roar; no Blizzard attacks	Prefers its Blizzard attacks



BASIC STATS

HP	38.1
STRENGTH	9.5
MAGIC	10
DEFENSE	8

STAGGERCEPS

Primary Attribute: Physical

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Grim Fancy + Fleeting Fignment	Grim Fancy + Lofly Fancy	Grim Fantasy + Fleeting Fignment	Grim Fantasy + Epic Fantasy	Noble Fancy + Intrepid Fantasy	Trap Shot	Fire Raid
DISPOSITION	HEAVY HITTER	GRENADEIER	LAUNCHER	BACKUP		
	Melee attacks and Lockdown Shot from the normal range	Supporting attacks using Mortar	Favors attacks with Magic Shot	Support style using Capture Shot and healing allies		



BASIC STATS

HP	38.4
STRENGTH	10
MAGIC	8.9
DEFENSE	6.2

SUDO NEKU

Primary Attribute: Fire

RECIPE 1	RECIPE 2	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Wild Fantasy + Fleeting Fantasy	Wild Fantasy + Noble Fantasy	Flame Thrower	Fire Raid
DISPOSITION	TWISTER	HOTHEAD	PSYCHO
	Mostly uses Burning Rubber attack	Uses only Fire attacks and shoots fireballs	Uses all attacks but doesn't lose its temper



BASIC STATS

HP	38.1
STRENGTH	8.7
MAGIC	10.5
DEFENSE	7.5

TAMA SHEEP

Primary Attribute: Physical

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	RECIPE 6	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Vibrant Fiment + Dulcet Fiment	Vibrant Fiment + Intrepid Fiment	Vibrant Fiment + Troubling Fiment	Vibrant Fiment + Wondrous Fiment	Vibrant Fancy + Dulcet Fiment	Vibrant Fancy + Malleable Fantasy	Roll Call	Shining Hammer
DISPOSITION	PICKER-UPPER		SMOOZE MAKER		MUMBLER		PILLOW FLUFFER
	Uses all attacks and actively attacks enemies in a balanced manner.		Frequently uses its sleep attack		Mostly participates by doing magic attacks.		Sleeps consecutively



BASIC STATS

HP	33.8
STRENGTH	9
MAGIC	10.3
DEFENSE	6.4

TATSU BLAZE

Primary Attribute: Fire

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Grim Fancy + Lofty Figment	Grim Fancy + Rampant Fancy	Grim Fantasy + Charming Fantasy	Grim Fantasy + Rampant Fancy	Fire Blaster	Fire Raid
DISPOSITION	GO-GETTER	DETONATOR	DEADEYE	TWO-FACE	
	Moves in close to attack	Favors Firebomb explosions	Prefers to aim and attack from long range	Floats placidly, but if enemies get close, it suddenly attacks	



BASIC STATS

HP	33.8
STRENGTH	8.7
MAGIC	10
DEFENSE	7.3

TATSU STEED

Primary Attribute: Water

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Lofty Fiment + Wondrous Fiment	Lofty Fancy + Dulcet Fiment	Lofty Fancy + Wondrous Fiment	Rampant Fancy + Dulcet Fiment	Bubble Blaster	Wavesurfer
DISPOSITION	SCATTERBRAIN	SHOW-OFF	TACTICIAN	TRAP JOCKEY	
	Ranged attacks from mid-range	Likes flashy area-of-effect attacks that hit multiple targets	Sniper that attacks single targets from long range (Shell added as support)	Likes mines	



BASIC STATS

HP	45.7
STRENGTH	10.2
MAGIC	11.4
DEFENSE	7.1

THUNDERAFFE

Primary Attribute: Thunder

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Fleeting Fancy + Noble Figment	Fleeting Fancy + Noble Fancy	Fleeting Fantasy + Lofly Fancy	Fleeting Fantasy + Brilliant Fantasy	Fleeting Fantasy + Noble Fancy	Equestrian Raid	Thunderstorm
DISPOSITION	LIVE WIRE	PHOTON DON	SMASHER	BLUE STREAK		
	Gallops around using long and close-range attacks	Frequently uses Refract Beam	Supports allies while also using dash attacks from a distance	Moves around constantly		



BASIC STATS

HP	34.9
STRENGTH	9.7
MAGIC	8.1
DEFENSE	6.6

TOXIMANDER

Primary Attribute: Dark

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	RECIPE 6	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Troubling Figment + Wondrous Fantasy	Troubling Figment + Wondrous Figment	Troubling Figment + Vibrant Figment	Troubling Fancy + Vibrant Fancy	Troubling Fancy + Malleable Fantasy	Troubling Fantasy + Rampant Fantasy	Poison Dash	Darkest Fears
DISPOSITION	HUNTER	LOOSE CANNON	BASILISK	BANE			
	Does all attacks, close and far	Loves to spit fireballs	Uses Confuse and Poison to set up attacks	Poison attacks only			



BASIC STATS

HP	51.1
STRENGTH	11.7
MAGIC	9
DEFENSE	7.2

TYRANTO REX

Primary Attribute: Fire

RECIPE 1	RECIPE 2	RECIPE 3	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Wild Fantasy + Prickly Fantasy	Wild Fantasy + Savage Fantasy	Epic Fantasy + Intrepid Fantasy	Flame Raid	Fire Raid
DISPOSITION	TYRANT	ROADKILLER	MISSILE	FLAMETONGUE
	Attacks from any distance	Sticks to shorter range attacks	Prefers Sonic Roar; no flame attacks	Prefers Fire attacks



BASIC STATS

HP	51.4
STRENGTH	10.8
MAGIC	8.3
DEFENSE	6.9

URSA CIRCUS

Primary Attribute: Physical

SPIRIT	RECIPE 1	RECIPE 2	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Ursa Circus	Epic Fantasy + Intrepid Fantasy	Epic Fantasy + Wondrous Fantasy	Swing Fling	Shining Hammer
DISPOSITION	KNUCKLEHEAD	STRONGMAN	HEAVYWEIGHT	HUGGER
	Mostly uses Panda Punch to engage	Mostly uses Kooma Tackle to engage	Adds Tea Table attack to repertoire	Only does close-range attacks; never leaves its enemy alone



BASIC STATS

HP	30.6
STRENGTH	7.7
MAGIC	10.8
DEFENSE	5.9

WHEEFLOWER

Primary Attribute: Water

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Lofty Fignent + Rampant Fignent	Lofty Fignent + Dulcet Fignent	Lofty Fignent + Troubling Fantasy	Lofty Fignent + Rampant Fignent	Lofty Fignent + Charming Fantasy	Cure Sun	Wavesurfer

DISPOSITION	KEEPER	MULTITASKER	SPELL SLINGER	GREEN THUMB
	Attack-happy personality that protects its allies	Balanced between attacking and recovery	Uses magic frequently	Uses only plant-summoning attacks



BASIC STATS

HP	32.7
STRENGTH	8.4
MAGIC	11.4
DEFENSE	6.2

WOEFLOWER

Primary Attribute: Dark

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Troubling Fantasy + Lofty Fignent	Troubling Fantasy + Wondrous Fignent	Troubling Fantasy + Wondrous Fignent	Troubling Fantasy + Lofty Fignent	Charming Fantasy + Dulcet Fignent	Poison Rain	Darkest Fears

DISPOSITION	BAG OF TRICKS	SHRINKING VIOLET	MEDDLER	NATURAL
	Uses a variety of attack patterns; Toxic Doomdelion saps enemy HP	Cautious with direct attacks; keeps distant and employs status ailments	Acts as a nuisance by inflicting status ailments	Doesn't use status ailments; only employs direct attacks



BASIC STATS

HP	41.3
STRENGTH	9.5
MAGIC	10.3
DEFENSE	7.3

YOGGY RAM

Primary Attribute: Fire

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	RECIPE 5	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Grim Fignent + Rampant Fignent	Grim Fignent + Dulcet Fignent	Grim Fignent + Dulcet Fignent	Grim Fignent + Vibrant Fignent	Grim Fignent + Vibrant Fignent	Whirling Bronco	Fire Raid

DISPOSITION	POWERHOUSE	TRAILBLAZER	LEADER	JUMPER
	Balances its attacks between long and close range, actively engaging enemies	Prefers Fire attacks at closer range	Uses magic to aid allies and fires Yoggy Sonic bursts from afar	Often uses jump attacks, setting up Hindquarters Kick



BASIC STATS

HP	47.8
STRENGTH	10.5
MAGIC	8.1
DEFENSE	6.8

ZOLEPHANT

Primary Attribute: Water

RECIPE 1	RECIPE 2	RECIPE 3	RECIPE 4	LINK ATTACK (SORA)	LINK STYLE (RIKU)
Malleable Fantasy + Dulcet Fignent	Malleable Fantasy + Intrepid Fignent	Troubling Fantasy + Dulcet Fignent	Troubling Fantasy + Dulcet Fignent	Berserker Bronco	Wavesurfer

DISPOSITION	FIGHTER	NOZZLE-NOSE	MASTERMIND	MOUNTAIN
	Moves around and likes mele trunk attacks; capable of Berserk Mode	Uses Torrent water attack; moves around as it pleases and attacks whatever is in range	Doesn't go into Berserk Mode; takes actions calmly	Doesn't move much unless in Berserk Mode

Dream Eater Enemy Bestiary

Your one-stop, A-to-Z listing of all enemy Dream Eaters that appear in *Kingdom Hearts: Dream Drop Distance*.

A NOTE ON RESISTANCE PERCENTAGES

Many Dream Eaters are either resistant or vulnerable to the special elements of Fire, Blizzard, Thunder, Water, Dark, and Light. The percentage in either case is listed in the guide's tables.

A positive number means the Spirit is resistant to the listed damage type; the number refers to the percent of damage it repels. A negative number means the Spirit is vulnerable to the damage type; the number indicates the percent of damage added to your attack.

For example, in the Resistance Percentages table for the Fin Fatale, you see 50 listed under Water. This means the Fin Fatale repels 50 percent of any Water damage imbued in your attack. But the Fin Fatale also has -50 listed under Thunder. This means that any Thunder damage you deal to the fish will be increased by 50 percent.



AURA LION

"Self-styled king of the dream jungle—and he does look pretty regal when he's firing off that aura. But bow not to this king; it's your turn to dodge and deliver!"

Immune: Mini, Confuse, Sleep

The Aura Lion is tough enough on its own, but it can also unleash "auras"—multiple copies of itself. These auras can hit you with a Lunge or a Dive. Up close, the lion can Claw and Maul you with either paw, and if you retreat, watch for its powerful leaping attack. The Aura Lion has strong resistance to Light damage but is quite vulnerable to Dark-infused attacks. It's also very difficult to use the Mini effect to shrink this royal beast. However, the lion is big enough that you can do a Flowmotion slide into a Pole Spin around it and attack.



WHERE THEY APPEAR

NORMAL	Country of the Musketeers
PORTAL	The Grid (and thereafter)
RARE	Country of the Musketeers (and thereafter)

BASIC STATS

	NORMAL	RARE
HP	57.4	86.1
STRENGTH	12.2	22.0
MAGIC	12.1	21.7
DEFENSE	5.5	8.3
EXP MOD	2.0	4.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-15	-15	-15	-15	-65	45



CERA TERROR

"This Dream Eater has two modes, high defense, and a mastery of melee. But magic is enough to mire it, and it's prone to negative status effects."

Immune: Slow

This resilient, lumbering foe often goes into Spike Mode, contracting into a tight, spiky sphere that inflicts serious damage if it rolls or bounces into you. At close range, the Cera Terror slashes its horns in the Cera Uppercut—watch for the telltale glow that precedes this attack. From long range, it unleashes the Space Bender, firing a pair of spinning energy discs that track you. The beast can also conjure the discs so they plate across its head to form an impenetrable shield... and then it tries to ram you with a charging Bender Slam! The Cera Terror has only minimal vulnerability to each type of special damage but no resistances.



WHERE THEY APPEAR

NORMAL	Traverse Town (Revisited)
	Country of the Musketeers
	The World That Never Was

BASIC STATS

	NORMAL
HP	60.0
STRENGTH	12.5
MAGIC	8.5
DEFENSE	5.2
EXP MOD	1.5

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-5	-5	-5	-5	-5	-5



CHEF KYROO

"Frogs' legs are definitely not on this foodmeister's menu. He's skilled with a skillet and ready to serve up all kinds of surprises."

Immune: Ignite, Time Bomb

Do not underestimate Chef Kyroo's cooking utensil—the frying pan's edge is sharp as he slashes down and sideways, then twirls into his Ribbit Spin strike. At medium range, the frog spews flames with his Red Hot Chili and Ribbit Flambé attacks. He also defends well with his Ribbit Shield. After years of cooking up hot mischief, Chef Kyroo is strong against Fire attacks but weak against all other special damage types, especially Water and Blizzard.



WHERE THEY APPEAR

NORMAL	Traverse Town (Revisited)
	Country of the Musketeers
	Symphony of Sorcery

BASIC STATS

	NORMAL
HP	30.5
STRENGTH	9.4
MAGIC	12.1
DEFENSE	5.0
EXP MOD	1.2

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
45	-30	-10	-60	-10	-10



CYBER YOG

"Here's a hircine hazard that shoots lasers from its horns. Once the blast-a-thon subsides, though, it's open season."

Immune: Bind

This denizen of The Grid is a cyber-cousin of the Yoggy Ram, and it shares many of the same close-range attacks—a Hook or Slice with its horns, or a spin and Hindquarter Kick with its hind legs. But it adds a long-range Yoggy Laser fired straight on from its horns or a Yoggy Beam that sweeps in a low, deadly arc across the field. It can also use its horn-laser to create an energy circle on the ground beneath your feet and detonate a Yoggy Eraser explosion! The Cyber Yog is resistant to Thunder damage but extremely weak against Blizzard damage and somewhat weak against all other special damage types.



WHERE THEY APPEAR

NORMAL The Grid

BASIC STATS

	NORMAL
HP	33.9
STRENGTH	11.1
MAGIC	12.1
DEFENSE	5.4
EXP MOD	1.2

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-20	-70	40	-20	-20	-20



DRAK QUACK

"This quack likes to toy around, dancing maddeningly out of reach and blasting you with fireworks. Close the distance, and shut this clown down."

Immune: Ignite, Time Bomb

The Drak Quack is another walking jack-in-the-box filled with malice. Its torso features a big mouth that can Slobber or Chomp you; it also opens wide to emit unpleasant surprises like exploding Direcrackers or a Rocketeer attack of homing missiles. From a distance, it can hit you with Megaphone Diss sonic waves. The Drak Quack has strong resistance to Fire damage but is vulnerable to Water attacks.



WHERE THEY APPEAR

NORMAL The World That Never Was
PORTAL Country of the Musketiers

BASIC STATS

	NORMAL
HP	28.8
STRENGTH	9.1
MAGIC	11.2
DEFENSE	4.8
EXP MOD	1.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
55	-10	10	-40	10	10



DRILL SYE

"Once upon a time, there was a powerful rhino that could transform into a ball of spikes but hated magic.... Well, you probably know where this is going."

Immune: Slow

When the Drill Sye rolls into an indestructible spiky ball, get out of its way! But be ready to counterattack: when the rhino transforms from Spike Mode back to its original state, it remains stunned for a few seconds. Take advantage of this pause to inflict quick damage. Be ready for its Insidious Dig move, too—the big fellow disappears straight into the ground, then bursts up underneath you in a vicious surprise attack. At close range, watch out for its powerful Sye Uppercut with the horn that can send you flying. Note that you can make a Flowmotion slide into the Drill Sye and Pole Spin around it, then attack to send the beast flying.



WHERE THEY APPEAR

NORMAL La Cité des Cloches

Traverse Town (Revisited)

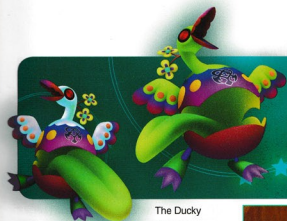
RARE La Cité des Cloches

BASIC STATS

	NORMAL	RARE
HP	58.7	88.1
STRENGTH	11.9	21.5
MAGIC	8.5	15.3
DEFENSE	5.1	7.7
EXP MOD	1.5	3.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-10	-10	-10	-10	-10	-10



DUCKY GOOSE

"After a few rounds of Duck Duck Goose with this cracker-packing loon, just about anyone would want to shove him into his own jack-in-the-box."

Immune: Deep Freeze

The Ducky Goose is a belligerent of trouble. Its odd head-like torso is actually a jack-in-the-box that unleashes all kinds of mayhem, including a Streamer Strike that shoots out hammerhead streamers, exploding Cracker prizes, and a laughing green tongue that can Slobber you. Be careful! From long range, the goofy goose may try to rattle you with its sonic blaster, the Megaphone Diss. The Ducky Goose is weak against Fire but has a strong resistance to Blizzard damage.



WHERE THEY APPEAR

NORMAL Country of the Musketeers

PORTAL Traverse Town (Revisited)

RARE Country of the Musketeers

BASIC STATS

	NORMAL	RARE
HP	27.9	41.9
STRENGTH	8.8	15.9
MAGIC	10.9	19.6
DEFENSE	4.8	7.2
EXP MOD	1.0	2.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-45	55	5	15	5	5



EAGLIDER

"A total natural in the sky, this super-sniper has the very unfortunate habit of gloating when it lands a shot."

Immune: Stop, Ignite, Time Bomb

The Eaglider has a small array of attacks, but each is formidable. Its electric-fast Teleport Rush hits you hard—note that if you manage to block this direct attack, you can stun the bird momentarily. From a distance, its Feather Missiles home in on you, so start dodging and rolling if you see them coming. The bird can also hover and unleash its Vulcan Strafe attack, a double row of laser blasts, or do a flyover Air Raid and drop a glowing explosive charge. Considering its aptitude with flames, it seems natural that the Eaglider is quite resistant to Fire damage but weak against Water-infused attacks. It also displays a moderate weakness to Blizzard. If you can target it with a Flowmotion slide, you can Pole Spin around the bird and batter it.



WHERE THEY APPEAR

NORMAL The Grid
The World That Never Was

BASIC STATS

	NORMAL
HP	34.8
STRENGTH	11.6
MAGIC	9.1
DEFENSE	4.7
EXP MOD	1.5

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
50	-20	0	-50	0	0



ELECTRICORN

"Do electric unicorns dream of androids? More importantly, can you stop this thunderslinger before it's done gathering juice?"

Immune: Bind, Stop

The first thing to avoid is the Electricorn's Horn Charge, a dash so blindingly fast that it's difficult to dodge. At long range, it may switch to one of several Thunder attacks that expel bolts that can home in on you or shoot in multiple directions. Up close, the beast may rear up and drop a Lightning Charge that zaps outward in a circle—if you're within its radius, you take damage. The Electricorn is resistant to Thunder attacks but highly vulnerable to Blizzard damage.



WHERE THEY APPEAR

NORMAL Symphony of Sorcery
PORTAL The World That Never Was
Traverse Town (Revisited)

BASIC STATS

	NORMAL
HP	56.1
STRENGTH	11.4
MAGIC	11.4
DEFENSE	5.2
EXP MOD	1.5

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-10	-60	45	-10	-10	-10



ESCARGLOW

"Homebodies who like to hide in invincible shells. Only problem: too many attacks will cause the shell to pop right off, leading to blushing and potential bruises."

Immune: Slow, Stun

The Escarglow may look snail-slow at first, but don't be fooled. It can retract into its shell and make a lethal, invulnerable, and surprisingly speedy Glow Spin right over you. It can also start rotating in a Glow Roll attack that hits hard with the shell's side spikes. The biggest surprise is that it can actually remove its shell and toss it at you! The Escarglow has no resistances but only minor weaknesses against all special damage types.



WHERE THEY APPEAR

NORMAL	The Grid Symphony of Sorcery (and thereafter)
PORTAL	La Cité des Cloches

BASIC STATS

	NORMAL
HP	27.9
STRENGTH	8.6
MAGIC	12.4
DEFENSE	5.7
EXP MOD	1.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-10	-10	-10	-10	-10	-10



FIN FATALE

"Who ordered fish with lasers? Before you get blasted, bring the thunder, and you might just shock their gills off."

Immune: Deep Freeze

The Fin Fatale has a leaping Tailfin Slash attack at short range. But if you keep your distance, the feisty fish can nail you with its Power Spout laser attack, or suddenly spring into a mighty Fishapult dash. It can also dive down into the ground as if it were water, then make a stealthy, swerving Land Swimmer attack. Keep in mind that the Fin Fatale has a strong resistance to Water attacks, but Thunder inflicts an additional 50 percent damage and stuns the toothy fish for a few seconds.



WHERE THEY APPEAR

NORMAL	Frankster's Paradise Symphony of Sorcery
PORTAL	Traverse Town (and thereafter)

BASIC STATS

	NORMAL
HP	28.8
STRENGTH	9.4
MAGIC	9.4
DEFENSE	5.1
EXP MOD	1.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	-50	50	0	0

FISHBONÉ

"When this fish falls apart, it's only just getting started. It can disassemble itself to dodge and to launch lasers from afar."

Immune: Darkness, Poison, Stun, Zanletsuken

The Fishboné is a strange fish. It shares the same basic attacks as its more "complete" cousin, the Fin Fatale: a leaping Tailfin Slash at short range, a Power Spout laser blast at long range, and a dazzling Fishapult dash attack from medium range. It can also go Land Swimmer and submerge itself and swim in the very earth, approaching you underground. But this fish has a unique trick: it can disjoint its head from its body. For a brief time, the pieces attack independently, and the creature is indestructible during that period. The Fishboné is highly resistant to Dark damage but vulnerable to Light damage.



WHERE THEY APPEAR

NORMAL	Traverse Town (Revisited)
	Country of the Musketeers
	Symphony of Sorcery

BASIC STATS

	NORMAL
HP	26.2
STRENGTH	9.7
MAGIC	9.4
DEFENSE	5.4
EXP MOD	1.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	50	-50



FLOWBERMEOW

"It's fast... it's floral... and unlike Meow Wow, it's flame-proof! Only problem: along with being part dog and cat, this one seems to be part chicken. Beat it, and luck might favor you!"

Immune: Confuse

The Flowbermeow hits you with a variety of slashing melee attacks using the single horn on its forehead. Watch for the critter to withdraw quickly from the engagement using its disappearing act. As the in-game text indicates, the Flowbermeow has no weakness to Fire, unlike its feline cousin, the Meow Wow. But Dark and Light damage used against these beasts is 50 percent more effective.



WHERE THEY APPEAR

PORTAL	Traverse Town
	Prankster's Paradise

BASIC STATS

	NORMAL
HP	31.3
STRENGTH	10.8
MAGIC	13.0
DEFENSE	5.2
EXP MOD	1.2

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	-50	-50



GHOSTABOCKY

"A wight that can blink out of sight and fight with sprite-height frights is tight...but smite it with light and it's nighty-nite, aight?"

Immune: Darkness, Poison, Zantetsuken

This hungry spook uses its utensils in a most unpleasant way. At close range, Ghostabockies try to puncture you with Fork Jabs, Knife Slices, and good old-fashioned jaw-based attacks like Chomp and Tongue Tie. From a distance, it can spit an Icy Reflux in your direction. Occasionally, the ghost turns transparent, so maintain a sense of where it is. The Ghostabocky is very resistant to Dark damage but weak against Light attacks.



WHERE THEY APPEAR

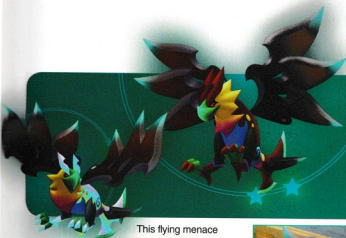
NORMAL	Symphony of Sorcery (and thereafter)
PORTAL	La Cité des Cloches (and thereafter)
RARE	Symphony of Sorcery

BASIC STATS

	NORMAL	RARE
HP	29.6	44.4
STRENGTH	11.1	20.0
MAGIC	10.6	19.0
DEFENSE	4.5	6.7
EXP MOD	1.2	2.4

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
10	10	10	10	55	-40



HALBIRD

"Hit-and-run air strikers that pester their prey. While their tactics are sound, why do they stop to gloat every time they land a hit?"

Immune: Mini, Confuse, Sleep, Stop

This flying menace swoops in from the sky for melee strikes. Its attacks include a gyrating Spiral Slam and a deadly Vertical Dive that drops directly onto your head. This latter attack produces an odd effect, however—the bird is stunned briefly after landing a direct hit! Take advantage of this weakness to land some quick counterattacks. Last but not least, this avian foe can zing you from long range with its Feather Laser blasts. The Halbird has a 50 percent resistance to Light damage, but it is equally vulnerable to Dark damage.



WHERE THEY APPEAR

NORMAL	The Grid (and thereafter)
PORTAL	La Cité des Cloches (and thereafter)
RARE	Country of the Musketeers (and thereafter)

BASIC STATS

	NORMAL	RARE
HP	34.8	52.2
STRENGTH	11.9	21.5
MAGIC	9.1	16.3
DEFENSE	4.8	7.2
EXP MOD	1.5	3.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	-50	50



HEBBY REPP

"Hyperactive and a real handful, these reptiles rock it hard when they roll. Dodge their attacks, and then counter!"

Immune: Ignite, Time Bomb

The Hebby Repp likes to spit burning projectiles from medium distance, then suddenly curl into a hot wheel and roll over you with its Burning Rubber attack. Up close, watch out for the Hebby Sweep or Whip—quick tail slashes from the left or right that inflict much pain. When its HP gets low, the reptile turns an angry red and goes Hebby Berserk, wheeling after you in a burning frenzy before stopping to spit three fireballs at once!



WHERE THEY APPEAR

NORMAL	Traverse Town
	La Cité des Cloches
	Prankster's Paradise (and thereafter)

BASIC STATS

	NORMAL
HP	27.9
STRENGTH	10.5
MAGIC	9.4
DEFENSE	4.5
EXP MOD	1.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
55	-10	10	-40	10	10



ICEGUIN ACE

"These chill customers will slip in for the attack and slide out to hit opponents with a blast of cold. To them, fire is most dire."

Immune: Confuse, Freeze

The Iceguin Ace has a chilly variety of attacks. It can employ its Iccicle Toss from long range, or exhale Frozen Breath to spawn an ice trail toward you; at its conclusion, slashing icicles burst up from the ground! At closer ranges, the penguin may make a quick Ice Dive onto your head. Finally, its tricky Toboggan attack generates a freezing, slippery ice slide to your position—the penguin then zooms down on its stomach to circle you. As you'd expect from a denizen of colder climes, the Iceguin Ace is highly resistant to Blizzard damage while also very vulnerable to Fire-infused strikes.



WHERE THEY APPEAR

NORMAL	Prankster's Paradise (and thereafter)
PORTAL	Traverse Town (and thereafter)
RARE	Prankster's Paradise

BASIC STATS

	NORMAL	RARE
HP	30.5	45.7
STRENGTH	10.2	18.5
MAGIC	12.4	22.3
DEFENSE	4.9	7.4
EXP MOD	1.2	2.4

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-60	45	-10	0	-10	-10



JESTABOCKY

"When this spooky spook isn't pretending to be prizes, it's trying to nab the real ones... and there's your opportunity to strike."

Immune: Bind

This big-mouthed menace is sneaky—he can assume the shape of a pickup prize, then suddenly spring to attack when you investigate! Up close, the Jestabocky can damage you with a standard Chomp or a mighty Chomparound. His massive tongue is dangerous as well as unsightly: the jester will try to lick you into immobility with his Tongue Tie attack, or even suck you in with a Noisy Slurp. At long range, he can spit out an Icy Reflux that freezes you if it hits. The mouthy fiend is very resistant to Thunder damage but vulnerable to Blizzard-infused attacks.



WHERE THEY APPEAR

NORMAL	Prankster's Paradise
	Traverse Town (Revisited)
	Country of the Musketeers

BASIC STATS

	NORMAL
HP	29.6
STRENGTH	11.1
MAGIC	10.3
DEFENSE	4.5
EXP MOD	1.2

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
10	-40	55	10	10	10



JUGGLE PUP

"Their poker faces are hard to read, and every attack is a gamble, but on a good day, these Dream Eaters will 'seal' the deal."

Immune: Freeze

The Juggle Pup is a playful but dangerous foe. It loves to make a swift Danger Slide on its stomach right into your feet, or take a flying headfirst Bombardier dive at you. From long range, the seal pup tosses damaging Danger Dice or freezing Icicle Dice that can circle and pierce you with ice shards. It also head-bumps exploding beach balls at you that inflict various types of damage. The arctic fellow is naturally vulnerable to Fire attacks and highly resistant to Blizzard.



WHERE THEY APPEAR

NORMAL	Prankster's Paradise (and thereafter)
PORTAL	Traverse Town (and thereafter)
RARE	Prankster's Paradise

BASIC STATS

	NORMAL	RARE
HP	31.3	47.0
STRENGTH	10.5	19.0
MAGIC	10.6	19.0
DEFENSE	5.0	7.6
EXP MOD	1.2	2.4

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-60	45	-10	0	-10	-10



KEEBA TIGER

"What's there to say about this aura-wielding speed demon? It doesn't fire its aura that often, so look for your chance and take it!"

Immune: Mini, Darkness, Poison, Zantetsuken

Like its big cat cousin the Aura Lion, the Keeba Tiger conjures an "aura"—a copy of itself—that makes a dive attack, and then the tiger follows up with a dash of its own. Up close, it tries to maul you with slashing claw strikes, combos, and lunges. Beware its Dive Warp—the cat leaps into the air, disappears for a second, then suddenly reappears in an explosive drop from another angle. The Keeba Tiger has a strong resistance to Dark attacks but is extremely vulnerable to Light damage. It's also moderately weak against all other special damages. Note that you can make a Flowmotion slide into a Pole Spin around the tiger for an attack or throw.



WHERE THEY APPEAR

NORMAL	The World That Never Was
PORTAL	Country of the Musketeers

BASIC STATS

	NORMAL
HP	58.7
STRENGTH	12.5
MAGIC	11.4
DEFENSE	5.6
EXP MOD	2.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-15	-15	-15	-15	45	-65



KO KABUTO

"With a cannon for a horn and an iron-clad frontal defense, this sharpshooting beetle battler will be tough to dent unless you can get behind it."

Immune: Slow, Stun

The KO Kabuto's basic attack is a Horn Shot from its cannon-like snout. These bugs can fire various types of projectiles, including a highly explosive Mortar shell and a dastardly Tracer shot that actually homes in on you. Other shots are imbued with Fire, Thunder, and Blizzard damage, or can trigger Support Shot effects that help allies recover. When you get closer, the creature can cross its claws in front, forming an impenetrable shield. When it does this, try to slide around behind for a strike. However, watch out for its hammering Double Chop with both claws. The KO Kabuto bug has minimal weakness against all special damage types.



WHERE THEY APPEAR

NORMAL	The Grid (and thereafter)
PORTAL	Traverse Town (and thereafter)
RARE	The Grid

BASIC STATS

	NORMAL	RARE
HP	29.6	44.4
STRENGTH	10.8	19.5
MAGIC	10.9	19.6
DEFENSE	5.9	8.9
EXP MOD	1.2	2.4

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-10	-10	-10	-10	-10	-10



KOMORY BAT

"These noctilionine nuisances boast quite the repertoire. Supersonic confusion waves? Yep. Vampiric drain attack? Just vunderful..."

Immune: Darkness, Confuse, Poison, Stop, Zantetsuken

The Komory Bat likes to flutter around your flanks and then dash in close for a quick bite—usually a basic Bat Tackle physical attack, but sometimes a Vampire Strike that drains you while providing recovery health to the bat. It can also slash you with a wing, the Dextral (left) or Sinistral (right) Cutter... or sometimes a deadly Double Cutter, using both wings at once! At medium range, the flyer can fire deadly Supersonic waves at its victims. But the bat sometimes flaps around the fight's periphery without attacking, inflicting status ailments (Dark or Confuse) on foes or healing its allies. Be aggressive, and go knock it from the sky!



WHERE THEY APPEAR

NORMAL	Traverse Town
	La Cité des Cloches
	Prankster's Paradise (and thereafter)

BASIC STATS

	NORMAL
HP	26.2
STRENGTH	9.1
MAGIC	12.1
DEFENSE	4.3
EXP MOD	1.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
10	10	10	10	55	-40



KOOMA PANDA

"The bigger they are, the harder they claw... it'll take more than a few punches to the paunch to make this lumbering panda see stars."

Immune: Slow

Watch for this bear's big windup! When its arm starts rotating at the shoulder, the Kooma Panda is about to unleash its spinning Panda Punch attack. This includes a lightning-fast dash, so the attack can hit you from both medium and long ranges. The bear can also literally peel up a slab of earth and tip it on top of you with its awesome Tea Table Flip attack. Don't discount the panda's powerful close-range Kooma Tackle, either. And if the bear leaps and lands on you with its Rear-ender, you can kiss it goodbye. This big foe is quite durable with plenty of HP, but you can stun it with a solid hit. It's also big enough that you make a Flowmotion slide into a Pole Spin around the creature, then attack.



WHERE THEY APPEAR

NORMAL	Traverse Town
	Prankster's Paradise (and thereafter)
RARE	Traverse Town

BASIC STATS

	NORMAL	RARE
HP	56.1	84.2
STRENGTH	11.4	20.5
MAGIC	8.8	15.8
DEFENSE	5.0	7.6
EXP MOD	1.5	3.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-5	-5	-5	-5	-5	-5



LORD KYROO

"Master of the sword and sorcerer with the most, this brave little smartypants makes for a staunch companion... unless he catches fire."

Immune: Blind

The Lord Kyroo is one tough frog, attacking up close with his sword as he fends off blows with his Ribbit Shield. A variety of up and sideways slashes often leads to the Ribbit Tornado, a spinning blade attack. From long range, his Electrosphere attack generates electrified homing spheres flung in your direction; his Princely Smooch flings red heart-shaped projectiles that are anything but loving in nature. Lord Kyroo has a strong resistance to Thunder but is weak against Blizzard attacks. He's easily stunned by Fire-based attacks, as well.



WHERE THEY APPEAR

NORMAL	La Cité des Cloches (and thereafter)
	Symphony of Sorcery
PORTAL	Prankster's Paradise (and thereafter)

BASIC STATS

	NORMAL
HP	28.8
STRENGTH	10.8
MAGIC	11.8
DEFENSE	5.3
EXP MOD	1.2

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	-50	50	0	0	0



MAJIK LAPIN

"Whoever pulled this rabbit out of a hat taught it a few spells of its own. Fun fact: its left ear and right ear each fire off their own magic!"

Immune: Blind, Confuse, Poison, Zantetsuken

In close, the Majik Lapin unleashes the same set of ear-melee attacks as its cousin the Me Me Bunny: the Me Me Hook, Uppercut, Cross, and Flurry, plus the springing Ear Slingshot that flings the rabbit at you from afar in a direct attack. But its ears also shoot magical shots (up to three in a row) infused with spells such as Firaga, Blizzaga, and Sleepga. The bunny can also cross its ears in front to block your physical attacks. The Majik Lapin has a high Magic stat (naturally) and is highly resistant to Dark attacks. But the creature is weak against Light-infused damage.



WHERE THEY APPEAR

NORMAL	The World That Never Was
PORTAL	Country of the Musketeers

BASIC STATS

	NORMAL
HP	29.6
STRENGTH	9.4
MAGIC	12.4
DEFENSE	4.9
EXP MOD	1.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
10	10	10	10	55	-40

ME ME BUNNY

"This cutie may play the darling, but watch out: it knows 'bun fu'. Back away, and pick these fluffy pests off from a distance."

Immune: Slow

The Me Me Bunny is a master of close-range fighting, with its "bun fu" combination of hooks, uppercuts (a left ear special), crosses, a Triple Hop Kick, a Bunny Flurry combo attack, and a powerful, ground-pounding Me Me Hammer move. And if you strike back, the bunny can block your melee hits with its crossed ears! You should keep your distance if possible, but watch out for its Ear Slingshot maneuver—the bunny flings itself from afar with its ears and lands on your poor head. The Me Me Bunny has no weakness to any type of special damage, with slight resistances of 10 percent across the board.



RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
10	10	10	10	10	10

WHERE THEY APPEAR

NORMAL	Country of the Musketeers
RARE	Country of the Musketeers

BASIC STATS

	NORMAL	RARE
HP	28.8	43.2
STRENGTH	11.6	21.0
MAGIC	9.4	16.9
DEFENSE	4.8	7.3
EXP MOD	1.0	2.0

MEOW WOW

"Cat or dog? Boy or girl? Friend or fiend? One thing's for sure: this Dream Eater is adorable. Warning: Fire freaks it out."

Immune: Slow



The Meow Wow attacks with a standard lunge. Giving a little headshake, the catfish dog (or dogfish cat) can Horn Strike from the left, Horn Slice from the right, do both in succession with a lethal Horn Combo, or simply run you through with a leaping Horn Dive. However, you can stun the Meow Wow with Fire-based attacks.



RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-5	-5	-5	-5	-5	-5

WHERE THEY APPEAR

NORMAL	Traverse Town
	The Grid (and thereafter)
RARE	Traverse Town (and thereafter)

BASIC STATS

	NORMAL	RARE
HP	28.8	43.2
STRENGTH	9.4	16.9
MAGIC	12.4	22.3
DEFENSE	4.8	7.2
EXP MOD	1.0	2.0



NECHO CAT

"This feline knows it's better than you. It doesn't walk; it 'dances.' It doesn't use magic; it 'hits you with magical awesome.' Close the distance, and put this cat on the mat."

Immune: Darkness, Poison, Sleep, Zantetsuken

The Necho Cat is a feline musical fiend. From long range, it can conjure and fire its Musical Storm, a fusillade of musical notes. The cat can also fling Musical Bolts; indestructible electrified orbs infused with Thunder. (They even sport the Thunder icon!) Don't touch them! Up close, the cat unleashes its Triplet Spin, a twirling tail strike. The Necho Cat is very resistant to Dark damage and moderately resistant to all other damage types except Light, to which it is somewhat vulnerable.



WHERE THEY APPEAR

NORMAL	La Cité des Cloches Traverse Town (Revisited and thereafter)
RARE	La Cité des Cloches

BASIC STATS

	NORMAL	RARE
HP	30.5	45.7
STRENGTH	10.2	18.5
MAGIC	10.9	19.6
DEFENSE	4.8	7.3
EXP MOD	1.2	2.4

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
15	15	15	15	60	-35



PEEPSTA HOO

"This wise guy uses Scan to find weaknesses and attacks accordingly. But completing the Scan takes time... isn't that a weakness, too?"

Immune: Darkness, Confuse, Poison, Sleep, Stop, Zantetsuken

This owl can effectively see into your soul. The Peepsta Hoo uses its spotlight gaze to Scan you from afar and determine which types of special damage you're weakest against. When it discerns them, the owl targets you with its attacks, whether flinging razor-sharp Tuned Shurikens or swooping into a Flaw Dive that deals damage that matches your weakness. The bird also likes to swing around behind you whenever possible. Beware of its highly dangerous Dark Firaga shot, too. The Peepsta Hoo is very resistant to Dark damage but vulnerable to Light damage.



WHERE THEY APPEAR

NORMAL	The Grid Symphony of Sorcery (and thereafter)
PORTAL	Traverse Town

BASIC STATS

	NORMAL
HP	25.3
STRENGTH	8.8
MAGIC	14.2
DEFENSE	4.5
EXP MOD	1.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
5	5	5	5	55	-45

PEGASLICK

"While this winged gale-force menace is trying to tether the weather, you should be taking it down before it's too late."

Immune: Mini, Confuse, Sleep, Stop



RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-10	-10	-10	-10	-60	45

WHERE THEY APPEAR

NORMAL	Symphony of Sorcery (and thereafter)
PORTAL	Prankster's Paradise (and thereafter)
RARE	Symphony of Sorcery (and thereafter)

BASIC STATS

	NORMAL	RARE
HP	54.8	82.2
STRENGTH	11.6	21.0
MAGIC	11.2	20.1
DEFENSE	5.1	7.7
EXP MOD	1.5	3.0

The Pegaslick is a graceful, gliding foe known for its spinning Cyclone Charge and its lightning-fast Glide Rush. From long range, the mythical creature unleashes phantoms called Kamaitachi. (Traditionally, Kamaitachi are thought to be blindingly fast weasels with razor-sharp claws.) Different levels of this attack release various sized entities, with the larger Kamaitachi actually tracking their target. The Pegaslick is strongly resistant to Light attacks but extremely vulnerable to Dark damage. It is slightly weak against all other special damages, as well.

PRICKLEMANE

"These bouncy pincushions take 'stick and move' to a whole new level. Look out when they turn red with rage!"

Immune: Slow



RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0

WHERE THEY APPEAR

NORMAL	Traverse Town La Cité des Cloches Prankster's Paradise (and thereafter)
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BASIC STATS

	NORMAL
HP	29.6
STRENGTH	10.8
MAGIC	9.1
DEFENSE	5.5
EXP MOD	1.2

The Pricklemene tends to dodge around a bit before launching its close-range slashing Scratch attacks or hammering at you with its spiky tail. Beware of its crazy Prickle Spin—the beast twirls from the tip of its tail, battering you with his prickly body as if swinging a mace. When the Pricklemene's HP gets low, look out for its Red Rage! The beast turns a bright red, puffs up in size, and Chomps angrily. When this state passes, the Pricklemene remains stunned for a short time, so you can get in a few free hits.



RYU DRAGON

"Land and air are two separate playgrounds for this mythical monstrosity. But even a big, smart, fast contender like this can be put on ice (literally)."

Immune: Mini, Stop, Ignite, Time Bomb

The Ryu Dragon can fly, but it also drops down to administer a brutal array of ground-slicing attacks with anywhere from two to five fiery slashes. However, its signature attack involves a flying flame assault. The dragon's aerial repertoire includes the blistering Dragon Blast (an exploding fireball) and Dragon's Breath (a steady stream of fire). Because the Ryu Dragon is such a flame master, it resists Fire damage in return. But, it is vulnerable to Blizzard attacks... and is very weak against Water.



RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
45	-30	-10	-60	-10	-10

WHERE THEY APPEAR

NORMAL	Symphony of Sorcery (and thereafter)
PORTAL	Country of the Musketeers (and thereafter)
RARE	Symphony of Sorcery (and thereafter)

BASIC STATS

	NORMAL	RARE
HP	60.0	90.0
STRENGTH	12.8	23.0
MAGIC	10.3	18.5
DEFENSE	5.6	8.4
EXP MOD	2.0	4.0



SIR KYROO

"Count on these little guys to stand by your side. They've got the swords and sorcery down, but a dose of fire will melt their courage."

Immune: Freeze

Like his Kyroo cousins, the good Sir Kyroo has an array of Ribbit swordplay in his fencing repertoire, plus a trusty shield to block your hits. At close range, he spins and slashes from multiple directions, including a twirling Ribbit Tornado attack. From a distance, watch out for his Aqua Raid, a sword shake followed by a speedy water-propelled dash right through you. The Sir Kyroo is highly resistant to Water damage, which makes sense for a frog, but he's vulnerable to Thunder-imbedded attacks. And if your Fire attack can ignite him, the frog remains stunned until the flames subside.



RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
5	5	-45	55	5	5

WHERE THEY APPEAR

NORMAL	Prankster's Paradise Traverse Town (Revisited and thereafter)
PORTAL	Traverse Town (Revisited and thereafter)

BASIC STATS

	NORMAL
HP	25.3
STRENGTH	9.1
MAGIC	11.4
DEFENSE	5.0
EXP MOD	1.0



SKELTERWILD

"This skelly's head and body are like two pesky Dream Eaters in one, but fire will send it back to the grave."

Immune: Stun, Freeze

The great Skelterwild is an imposing beast with a bone-chilling screech. It has the same set of melee attacks as the similar Tyranto Rex—a crushing bite, a tail slap, and a leaping Dino Tap attack with its tail cutting a vertical swath. And from long range, it also uncorks a Sonic Roar. But instead of breathing fire like its hotheaded cousin, this creature exhales a freezing Ice Breath or a flight of piercing Ice Spears. Occasionally, its head can detach and attack independently of its body! The Skelterwild is very vulnerable to Fire but has a strong resistance to Blizzard damage. You can Pole Spin around a Skelterwild from a Flowmotion slide.



WHERE THEY APPEAR

NORMAL The World That Never Was

BASIC STATS

	NORMAL
HP	60.0
STRENGTH	13.3
MAGIC	10.0
DEFENSE	6.0
EXP MOD	2.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-50	50	0	10	0	0



STAGGERCEPS

"This distance fighter has a chest-mounted cannon and ammo that can lock down movement and commands."

Immune: Slow, Stun

The Staggerceps is a walking tank that fires a variety of debilitating blasts from its chest-mounted cannon. Its Horn Shot from medium to long range inflicts physical damage, and its Tracer projectile can home in on your position. This Dream Eater can also lob Mortar shells for more explosive hits. Other shell types can inflict Fire, Thunder, and Blizzard damage. Up close, beware its big claws and their Double Chop attack. The tough Staggerceps has only minor vulnerabilities to all special damages.



WHERE THEY APPEAR

NORMAL Traverse Town (Revisited)
Country of the Musketeers
Symphony of Sorcery

BASIC STATS

	NORMAL
HP	30.5
STRENGTH	10.5
MAGIC	11.2
DEFENSE	5.8
EXP MOD	1.2

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-10	-10	-10	-10	-10	-10



TAMA SHEEP

"This roly-poly Dream Eater loves to sleep, and so will opponents it gets its lamb chops on. At least its defenses are, uh, 'mutton' to worry about..."

Immune: Slow, Sleep

Tama Sheep can nail you with detachable horns that boomerang back to the Nightmare. But their biggest effect in a fight is appropriate for a sheep: the sleepy Tama can inflict Sleep on its foes, as well. Its Yawn Starter is a real snooze, but the danger lies when other Dream Eater attackers are on the scene—the sheep sleeps, but so do you! Tama Sheep are moderately weak against all types of special damage, and they're easy to strike if you get in close.



WHERE THEY APPEAR

NORMAL	Traverse Town Symphony of Sorcery (and thereafter)
RARE	Traverse Town

BASIC STATS

	NORMAL	RARE
HP	30.5	45.7
STRENGTH	9.7	17.4
MAGIC	11.8	21.2
DEFENSE	5.4	8.2
EXP MOD	1.0	2.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-20	-20	-20	-20	-20	-20



TATSU BLAZE

"Prepare for burnination and other horrible punishments at the hands of this fireball-spouting multitat."

Immune: Ignite, Time Bomb

You're in for a toasty time against the Tatsu Blaze. Just look at its three basic attacks: Fireball (a single projectile spit from its mouth), Firestorm (a spray of flaming projectiles), and Firebomb (an explosive fireball dropped from above). The Tatsu Blaze is naturally resistant to Fire damage but very vulnerable to Water-based attacks. It's also somewhat weak against Blizzard damage.



WHERE THEY APPEAR

NORMAL	Traverse Town (Revisited) Country of the Musketeers
PORTAL	La Cité des Cloches

BASIC STATS

	NORMAL
HP	27.0
STRENGTH	10.0
MAGIC	11.4
DEFENSE	4.7
EXP MOD	1.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
55	-15	5	-45	5	5



TATSU STEED

"These bubble-blowers are deadeyes at long range, and punching bags up close. Now, where would you rather be?"

Immune: Freeze

This floating foe is all about the bubbles. The Tatsu Steed can either blow a single damaging bubble or emit a Bubble Spray of multiple bubbles. It can also spit an explosive Bubble Bomb or lay a Bubble Mine that detonates when you touch it. It even emits a Bubble Brane—a bubble that wraps you in its filmy membrane. But all of these bubble attacks are launched primarily from long range, so if you can close the space and hit the flyer from melee range, you gain the advantage. The Tatsu Steed is highly resistant to Water attacks but vulnerable to Thunder damage.



WHERE THEY APPEAR

NORMAL	Prankster's Paradise
	Symphony of Sorcery
PORTAL	La Cité des Cloches (and thereafter)

BASIC STATS

	NORMAL
HP	27.0
STRENGTH	9.7
MAGIC	11.2
DEFENSE	5.3
EXP MOD	1.2

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
10	10	-40	55	10	10



THUNDERAFFE

"You know how fast lightning is? Well, these Dream Eaters don't... because they leave it in the dust every time. They move in straight lines, though, so just make sure you stay out of their way."

Immune: Confuse, Bind, Stop

The Thunderaffe can suddenly burst toward you in a lightning-quick, straight-line dash that you should dodge with a quick roll to either side. If this towering foe gets in close, watch out for its brutal Reverse Kick; it turns away from you, then lashes out with both hind hooves. At long range, look out for its deadly Refract Beam. Note that while the Thunderaffe is resistant to Thunder damage—no surprise there—the creature is vulnerable to every other kind of special damage, with a particular weakness against Blizzard-imbued attacks.



WHERE THEY APPEAR

NORMAL	Traverse Town (Revisited)
	Country of the Musketeers
RARE	Traverse Town (Revisited)

BASIC STATS

	NORMAL	RARE
HP	54.8	82.2
STRENGTH	11.4	20.5
MAGIC	12.7	22.8
DEFENSE	5.1	7.7
EXP MOD	1.5	3.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-15	-65	45	-15	-15	-15



TOXIMANDER

"These easygoing Dream Eaters still know how to play hardball. While you're snoozin', it's poison and confusion they're oozin'. Approach with caution!"

Immune: Darkness, Poison, Zantetsuken

The Toximander likes to poison the proceedings. This creature has the uncanny ability to sink halfway into the earth and slither in close, where it can whack you with a swift Tailfin Slap. At medium range, it can zap you with its Poison Tongue. The lousy lizard also leaves Poison Mines for you to find. From longer range, its Spitfire attack expectorates a fireball in your direction, and it can exhale Confusion Gas, as well. The Toximander is very resistant to Dark attacks but vulnerable to Light attacks.



WHERE THEY APPEAR

NORMAL	La Cité des Cloches
	Country of the Musketeers
PORTAL	Traverse Town

BASIC STATS

	NORMAL
HP	27.9
STRENGTH	10.8
MAGIC	9.1
DEFENSE	4.8
EXP MOD	1.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
10	10	10	10	55	-40



TYRANTO REX

"The second (or possibly first) most vicious Dream Eater out there. Put it on ice before it puts you in a tough spot!"

Immune: Ignite, Time Bomb

This hotheaded beast can bite, whap, or slash you with its tail at close range; burn you bad with its Dino Breath (blast of flame) or Blistering Orb (fireball) at medium range; or slam you with a Sonic Roar attack at long range. Watch out if it lobbs a Blast Orb in your direction, as well: the flaming projectile arcs to the ground and explodes with fiery force. Tyranto Rex is resistant to Fire damage, naturally, but you can really hurt him with Blizzard and especially Water attacks. You can also make a Flowmotion slide into a Pole Spin around the monster and attack it that way.



WHERE THEY APPEAR

NORMAL	Country of the Musketeers
RARE	Country of the Musketeers
	The World That Never Was

BASIC STATS

	NORMAL	RARE
HP	61.3	92.0
STRENGTH	13.0	23.5
MAGIC	10.0	18.0
DEFENSE	5.2	7.9
EXP MOD	2.0	4.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
45	-30	-10	-60	-10	-10



WHEEFLOWER

"These Dream Eaters stick by their friends, dishing out flower power to keep their HP in the green."

Immune: Deep Freeze

The Wheeflower prefers to keep its distance, flinging out seeds that sprout into exploding Doomdelions or nasty Thorn Whips; a spiky tentacle that sprouts from the ground and thrashes at you. If you do get into close range, the flower flings out its sharp, petal-like arms and spins into a slashing Propeller Strike. Wheeflowers have a very strong resistance to Water attacks plus solid resistances to all other types of special damage, except for a weakness against Fire.



WHERE THEY APPEAR

NORMAL	La Cité des Cloches (and thereafter)
SPECIAL ENORMOUS VERSION	(Sora only) La Cité des Cloches

BASIC STATS

	NORMAL	SPECIAL ENORMOUS VERSION
HP	24.4	73.4
STRENGTH	8.6	12.9
MAGIC	12.1	18.1
DEFENSE	4.3	4.3
EXP MOD	1.0	1.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-30	20	20	60	20	20



WOEFLOWER

"This Dream Eater is a total downer, inflicting negative status effects left and right and getting pouty when companions leave it behind."

Immune: Darkness, Poison, Zantetsuken

The Woeflower likes to flitter on the edges of a fight, doling out negative status effects like its notorious Poison Whip; a spiky, poisonous tentacle that sprouts from the ground and whaps you. Beware also of its Toxic Doomdelion and maddening Mousetrap that binds when stepped on. Occasionally, the noxious flower flings out its sharp, petal-like arms and spins into a painful Propeller Strike. The Woeflower's resistances are quite a mixed bag—extremely resistant to Thunder and Dark damage, moderately resistant to Water and Blizzard, but weak against Fire and Light.



WHERE THEY APPEAR

NORMAL	La Cité des Cloches (and thereafter)
SPECIAL ENORMOUS VERSION	(Sora only) La Cité des Cloches

BASIC STATS

	NORMAL	SPECIAL ENORMOUS VERSION
HP	26.2	78.6
STRENGTH	9.4	14.1
MAGIC	12.7	19.0
DEFENSE	4.5	4.5
EXP MOD	1.2	1.2

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-30	20	70	20	60	-30



YOGGY RAM

"What do rams do? They ram you. Real talk: nobody rams like a ram does. Better wait for an opening!"

Immune: Ignite, Time Bomb

The Yoggi Ram is a fierce brawler. It can strike you head on, hammer you with either horn, blister you with Yoggi Fire from its horns, or pummel you with a vicious Hindquarter Kick. At long range, it shoots fireballs or sonic blasts from those multifarious horns. The great ram is quite resistant to Fire damage, but Blizzard and especially Water-based attacks are very effective against this creature.



RESISTANCE PERCENTAGES

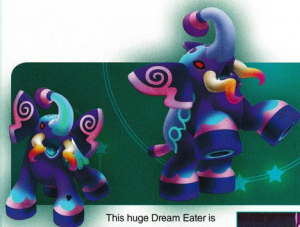
FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
45	-35	-15	-65	-15	-15

WHERE THEY APPEAR

NORMAL	Traverse Town
RARE	La Cité des Cloches (and thereafter)

BASIC STATS

	NORMAL	RARE
HP	33.1	49.6
STRENGTH	10.5	19.0
MAGIC	11.4	20.6
DEFENSE	5.3	8.0
EXP MOD	1.2	2.4



ZOLEPHANT

"Throw this titan into a tizzy, and you had better take cover! But once the tantrum tapers off, it's wide open."

Immune: Freeze

This huge Dream Eater is strong and durable, and its wild, stomping Rage Mode is a thing to fear. Up close, the Zolephant's free-swinging trunk is powerful—in particular, its three-hit Snout Combo is deadly. The beast can also make the ground shudder and then dash forward in a Quake Rush. From a distance, it heaves rocks, or after using its trunk to suck you closer, blasts you with a snout full of liquid in its Torrent attack. The Zolephant has solid resistance to Water attacks but is very weak against Thunder. It's also slightly weak against all other types of special damage.



RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-10	-10	-60	45	-10	-10

WHERE THEY APPEAR

NORMAL	La Cité des Cloches
RARE	Traverse Town (Revisited and thereafter)

BASIC STATS

	NORMAL	RARE
HP	57.4	86.1
STRENGTH	11.6	21.0
MAGIC	9.1	16.3
DEFENSE	4.9	7.4
EXP MOD	1.5	3.0

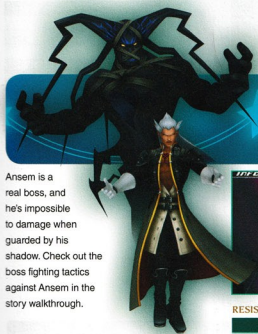
Boss Bestiary

The following section lists all of the bosses that you face in the game. This is for reference only, so just their basic stats are given here. For more detailed info on each boss' behavior and attacks, and for foolproof battle tactics and strategies to defeat them, check out the boss fight sections in the guide's story walkthrough.

Two things to note:

First, bosses are immune to most (if not all) status effects. However, many bosses have one or two effects that work against them. Use these to tilt the battle in your favor.

Second, note that two bosses, Brawlamari and Queen Buzzerfly, appear only during Dive Mode sequences into specific worlds. Again, check the story walkthrough for more specifics on their behavior.



Ansem is a real boss, and he's impossible to damage when guarded by his shadow. Check out the boss fighting tactics against Ansem in the story walkthrough.

ANSEM: FIRST TIME

Effective against Ansem: None



WHERE ANSEM APPEARS

NORMAL The World That Never Was

BASIC STATS

	NORMAL
HP	360.5
STRENGTH	14
MAGIC	13
DEFENSE	6

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0

ANSEM: SECOND TIME

Effective against Ansem: None

Good luck against this monstrous incarnation of darkness. Note that the boss has resistances against all special damages... except for a definite weakness versus Light attacks.



WHERE ANSEM APPEARS

NORMAL The World That Never Was

BASIC STATS

	NORMAL
HP	466.7
STRENGTH	14.5
MAGIC	14
DEFENSE	6.3

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
20	20	20	20	30	-20



ANTI BLACK COAT NIGHTMARE

"A mysterious menace clad in a black coat. He can teleport and attack from all ranges to get the drop on you. Don't be too tenacious; just look for an opening and strike when you can."

Effective against Anti Black Coat: None



WHERE ANTI BLACK COAT APPEARS

NORMAL The World That Never Was

BASIC STATS

	NORMAL
HP	287.6
STRENGTH	10.5
MAGIC	11.4
DEFENSE	5.4

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0



ARMORED VENTUS NIGHTMARE

Effective against Armored Ventus: None



WHERE ARMORED VENTUS APPEARS

NORMAL The World That Never Was

BASIC STATS

	NORMAL
HP	208.4
STRENGTH	12.5
MAGIC	12.5
DEFENSE	6

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0



BEAGLE BOYS

Effective against Beagle Boys: Stun, Zantetsuken

The Beagle Boys are not Dream Eaters but a trio of real, living fellows. Although they differ in physique, each of the three Boys has the same basic stats.



WHERE THE BEAGLE BOYS APPEAR

1ST TIME	Country of the Musketeers
2ND TIME	Country of the Musketeers
SECRET	Country of the Musketeers

BASIC STATS

	1ST TIME	2ND TIME	SECRET
HP	108	144.7	247.5
STRENGTH	12.5	12.5	22.6
MAGIC	6	6	11
DEFENSE	6	6	9.4

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0



BRAWLAMARI

"A six-armed arsenal with twin sword-axes, four laser-cles, and a million ways to use 'em."

WHERE BRAWLAMARI APPEARS

AGAINST SORA	The dive into The Grid
AGAINST RIKU	The dive into Country of the Musketeers





CHAR CLAWBSTER

"A fire-slinging, tail-spinning speed demon that will cling to the ceiling one moment and dance circles around you the next."

Effective against Char Clawbster: Water, Poison

Char Clawbster confronts both Riku and Sora in their separate worlds. The creature's basic skills and attacks are the same for both, but it has slightly different stats. Note that the fiery lobster is highly resistant to Fire damage but weak against Water. Blizzard attacks have a normal effectiveness against Char Clawbster, too, whereas it has some resistance to Thunder, Dark, and Light.



Versus Riku

WHERE CHAR CLAWBSTER APPEARS

NORMAL	Prankster's Paradise
SECRET	Prankster's Paradise



BASIC STATS

	NORMAL	SECRET
HP	321.6	733.5
STRENGTH	14.5	32
MAGIC	14	31.1
DEFENSE	6.6	12.1

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
60	0	20	-30	20	20

Versus Sora

WHERE CHAR CLAWBSTER APPEARS

NORMAL	Traverse Town (Revisited)
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BASIC STATS

	NORMAL
HP	266.7
STRENGTH	12.5
MAGIC	12
DEFENSE	6.6

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
60	0	20	-30	20	20



Chernabog presents a unique challenge in that your battle consists of a series of long Dive Mode attacks. The great hellfire demon's only relevant stat is a whopping 600 HP to start. Your goal is to avoid Chernabog's blistering attacks as you glide toward him. When you finally reach the demon, chip away at its health before it blows you back to a distance again. Repeat this diving sequence until you defeat Chernabog.



CHERNABOG

Effective against Chernabog: None

WHERE CHERNABOG APPEARS

NORMAL	Symphony of Sorcery
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BASIC STATS

	NORMAL
HP	600



Note that Chill Clawbster is weak against Thunder attacks but highly resistant to Water damage and somewhat resistant to all other special damage types.

CHILL CLAWBSTER

"A feisty fighter that's packing pincers, lasers, bombs, and all kinds of nastiness. Watch out when it overheats; that's when it pulls out the real heavy artillery."

Effective against Chill Clawbster: Thunder



WHERE CHILL CLAWBSTER APPEARS

NORMAL	Prankster's Paradise
SECRET	Prankster's Paradise

BASIC STATS

	NORMAL	SECRET
HP	428.7	800.2
STRENGTH	17	36.6
MAGIC	13.5	30.2
DEFENSE	6.6	12.1

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
20	20	-30	60	20	20



Note that the Commantis is weak against Blizzard attacks but very resistant to Thunder damage. It is also somewhat resistant to all other types of special damage, so stick to Blizzard-imbued and basic physical attacks.

COMMANTIS

"A persistent customer that attacks by firing discs and light ribbons. You can wear it down, but it will get right back up as soon as it's done recharging."

Effective against Commantis: Slow



WHERE COMMANTIS APPEARS

NORMAL	The Grid
SECRET	The Grid

BASIC STATS

	NORMAL	SECRET
HP	366.8	778.8
STRENGTH	16	37.3
MAGIC	14.5	34.3
DEFENSE	7.5	12.7

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
20	-30	60	20	20	20



HOCKOMONKEY: "BRUTE"

"A wild opponent with two personalities and three types of arms. The 'Brute' switches between beefy bruisers and spongy jack-in-the-boxes, while the 'Mage' summons magic hands that float around, blasting magic and bashing heroes."

Effective against Hockomonkey's "Brute" Form: Poison, Fire

WHERE HOCKOMONKEY'S "BRUTE" FORM APPEARS

NORMAL	1st Time: Traverse Town 2nd Time: Traverse Town (Revisited)
SECRET	Traverse Town (Revisited)

BASIC STATS

	1ST TIME	2ND TIME	SECRET
HP	431.2	253.4	643.9
STRENGTH	15	13	29.1
MAGIC	14	12	27.5
DEFENSE	6.6	6	10.3

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0



HOCKOMONKEY: "MAGE"

"A wild opponent with two personalities and three types of arms. The 'Brute' switches between beefy bruisers and spongy jack-in-the-boxes, while the 'Mage' summons magic hands that float around, blasting magic and bashing heroes."

Effective against Hockomonkey's "Mage" Form: Slow

WHERE HOCKOMONKEY'S "MAGE" FORM APPEARS

NORMAL	Traverse Town
SECRET	Traverse Town (Revisited)

BASIC STATS

	NORMAL	SECRET
HP	292.6	525.2
STRENGTH	14	27.5
MAGIC	15	29.1
DEFENSE	6.6	10.3

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0

The "Mage" form of Hockomonkey that Riku faces in Traverse Town can detach its magic hands and send them out to fight on their own. Thus, this guide lists separate stats for the Hockomonkey Mage and its magic hands.



MAGIC HANDS

Effective against "Mage" Hockomonkey's Magic Hands: Bind, Slow, Stop, Zero Gravity, Magnet

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0

BASIC STATS

	NORMAL	SECRET
HP	39.2	115.8
STRENGTH	11	24.2
MAGIC	6	14.3
DEFENSE	6.6	10.3



HOLEY MOLEY

"A hit-and-run menace that pokes out of the ceiling and walls, flinging stray objects your way or taking swipes with its claws."

Effective against Holey Moley: None

Holey Moley is a wily foe that can excavate around the room and literally pop right out of the woodwork. When its HP drops below 50 percent in the greater difficulty modes, it can stay hidden for long periods, with just its claws emerging. These claws have a separate set of basic stats that are included here.



WHERE HOLEY MOLEY APPEARS

NORMAL	Country of the Musketeers
SECRET	Country of the Musketeers

BASIC STATS

	NORMAL	SECRET
HP	333.5	494.8
STRENGTH	14.5	24
MAGIC	15.5	25.4
DEFENSE	6.6	9.6

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0

CLAWS

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0

BASIC STATS

	NORMAL	SECRET
HP	22.3	81.6
STRENGTH	14.5	24
MAGIC	15.5	25.4
DEFENSE	6.6	9.6



JULIUS

Effective against Julius: None

Julius makes his fearsome appearance after the ending. Note that Julius features very strong resistances to all special damages, especially Thunder.

WHERE JULIUS APPEARS

NORMAL	Traverse Town (Revisited)
--------	---------------------------

BASIC STATS

	NORMAL
HP	433.5
STRENGTH	14.5
MAGIC	12
DEFENSE	6.4

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
40	40	70	40	40	40



PETE

Effective against Pete: Blind, Poison, Slow, Ignite



WHERE PETE APPEARS

NORMAL	Country of the Musketeers
SECRET	Country of the Musketeers

BASIC STATS

	NORMAL	SECRET
HP	294.6	447.4
STRENGTH	13	23.3
MAGIC	11.5	18.5
DEFENSE	6.6	9.6

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0



QUEEN BUZZERFLY

"Queen (as it turns out!) of the Buzzerflies. They fight as a swarm; she pummels with stingers and pollen while her drones take a more direct approach."

WHERE QUEEN BUZZERFLY APPEARS

AGAINST
SORA

The dive into The World That Never Was



AGAINST
RIKU

The dive into La Cité des Cloches



RINZLER

Effective against Rinzler: None



WHERE RINZLER APPEARS

NORMAL	The Grid
SECRET	The Grid

BASIC STATS

	NORMAL	SECRET
HP	333.7	707.3
STRENGTH	14	35.3
MAGIC	14	33.3
DEFENSE	6.9	12.3

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0



SPELLICAN

"A magically malicious opponent that summons crystal puppet-brooms and monstrous meteors to make life generally less pleasant."

Effective against Spellican: Zero Gravity, Magnet



Spellican conjures up puppet-brooms to attack you. These magical minions have a separate set of basic stats listed below. Note that Spellican is highly resistant to Light damage but is weak against Dark-imbued attacks. The same is true of the puppet-broom minions.

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
20	20	20	20	-30	60

WHERE SPELLICAN APPEARS

NORMAL	Symphony of Sorcery
SECRET	Symphony of Sorcery

BASIC STATS

	NORMAL	SECRET
HP	318.2	452.5
STRENGTH	10.5	16.1
MAGIC	14.5	22.1
DEFENSE	5.7	8.9

PUPPET-BROOMS

Effective against Spellican's Puppet-Brooms: Confuse, Slow, Zero Gravity, Magnet

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	-50	50

BASIC STATS

	NORMAL	SECRET
HP	13.8	59.6
STRENGTH	2.5	6.5
MAGIC	11.4	17.3
DEFENSE	5.4	8.6



URSULA

Effective against Ursula: None



Ursula essentially opens the show for you in *Dream Drop Distance*. Note that her deadly tentacles function as separate entities, so they have their own set of stats. Keep in mind that these tentacles are particularly vulnerable to all types of special damage.

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0

WHERE URSULA APPEARS

NORMAL	Destiny Islands
--------	-----------------

BASIC STATS

	NORMAL
HP	218.5
STRENGTH	15.0
MAGIC	15.0
DEFENSE	6.6

TENTACLES

Effective against Tentacles: None

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
-50	-50	-50	-50	-50	-50

BASIC STATS

	NORMAL
HP	12.9
STRENGTH	11.0
MAGIC	11.0
DEFENSE	6.6



WARGOYLE

"Float like a butterfly, sting like a gargoyle. This fiend can do serious damage from a distance, or swoop in for a one-two wallop with its twin hammers."

Effective against Wargoyles: Sleep (2nd encounter only)

WHERE WARGOYLE APPEARS

NORMAL	1st Time: La Cité des Cloches
SECRET	2nd Time: Traverse Town (Revisited) La Cité des Cloches

BASIC STATS

	1ST TIME	2ND TIME	SECRET
HP	416.8	253.4	991.2
STRENGTH	15.5	13.5	46.2
MAGIC	12.5	10.5	38.7
DEFENSE	7.2	6.6	15.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0



WARGOYLE (FLYER)

"Float like a butterfly, sting like a gargoyle. This fiend can do serious damage from a distance, or swoop in for a one-two wallop with its twin hammers."

Effective against Wargoyles (Flyer): None

WHERE WARGOYLE APPEARS

NORMAL	La Cité des Cloches
SECRET	La Cité des Cloches

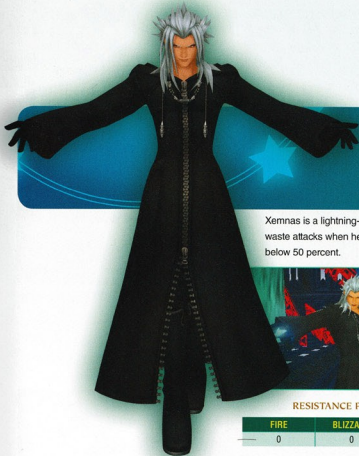
BASIC STATS

	NORMAL	SECRET
HP	322.5	900
STRENGTH	14.5	43.7
MAGIC	12.5	38.7
DEFENSE	7.2	15.0

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0





XEMNAS

Effective against Xemnas: None

Xemnas is a lightning-fast foe who becomes invincible when wrapped in Dark energy, so don't waste attacks when he's in this phase! Watch out for enhanced attacks once Xemnas' HP drops below 50 percent.



WHERE XEMNAS APPEARS

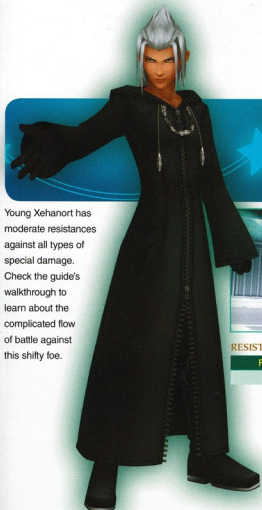
NORMAL The World That Never Was

BASIC STATS

	NORMAL
HP	433.4
STRENGTH	12.5
MAGIC	12.3
DEFENSE	6

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
0	0	0	0	0	0



YOUNG XEHANORT

Effective against Young Xehanort: None

Young Xehanort has moderate resistances against all types of special damage. Check the guide's walkthrough to learn about the complicated flow of battle against this shifty foe.



WHERE YOUNG XEHANORT APPEARS

NORMAL The World That Never Was

BASIC STATS

	NORMAL
HP	325.2
STRENGTH	12.6
MAGIC	12.8
DEFENSE	6

RESISTANCE PERCENTAGES

FIRE	BLIZZARD	THUNDER	WATER	DARK	LIGHT
20	20	20	20	20	20



WALKTHROUGH

This chapter presents complete navigational instructions for each of the Sleeping Worlds that Sora and Riku must explore and unlock in order to become Keyblade Masters. Herein you'll find descriptions of events and stages, with fully marked maps and detailed strategies for dealing with unique enemies, known as "bosses."

WARNING! IMPORTANT NOTE ABOUT "SORA SIDE" AND "RIKU SIDE"

Kingdom Hearts 3DS: Dream Drop Distance makes use of the "drop" system to switch between characters. After certain events, or when the Drop Gauge empties following a duration of time, one character falls asleep, or "Drops," and the other character takes over. Drops may also be initiated manually. Each world is divided into two sections: one following Sora, and the other following Riku. After each drop, you must flip back and forth in this guidebook to follow each character's portion of the walkthrough. It is recommended that you use two bookmarks to mark your place to make these transitions easier to follow.

PROLOGUE

BACK FROM THE DEPTHS

Determined to become Keyblade Masters, Sora and Riku follow Yen Sid's strange advice and sail a raft from Destiny Islands. They soon encounter an ocean storm and a persistent enemy from the past. Following a brief word regarding Mementos (optional tutorials and flashbacks), you may then opt to either undertake a tutorial regarding "Combat Basics" or skip directly to the fight with Ursula. Replay Mementos and tutorials later from the main menu.



IMMEDIATE BOSS FIGHT!

Unique and powerful enemies throughout the game are referred to as "bosses." These foes require special tactics to deal with, and are covered within special sections in this guidebook.

TUTORIAL: COMBAT BASICS

At this point you may engage in a brief and optional tutorial to acquaint yourself with the game. This section covers what happens during the tutorial. First, become familiar with the game controls by using the Circle Pad to move around the raft. Rotate the camera by holding L or R. Double-tap L or R to reset the camera to a position directly behind the character. Next, move to the forward edge of the raft and press the **A** button to attack the closest tentacle until it drops back into the water. Keep pressing **A** after landing a blow to perform a combo. Note the tentacle's HP gauge in the upper right corner of the screen—reduce the tentacle's HP to zero to defeat it.



After the first tentacle is defeated, the three remaining tentacles throw water orbs at Sora. Press **O** to block these before they hit him. You can also press **O** while moving to perform a Dodge Roll. Keep in mind that Sora and Riku are briefly immune to damage while rolling. Use **O** to jump. Press **O** while in midair to execute an Air Slide.

Press **L + R** together to lock on to a target. While locked on, switch targets by pressing L or R. Exit lock-on by pressing both buttons again.

The Command Deck allows you to perform more powerful attacks and magic. Select a command from the deck by pressing up or down on the **+** button. Once the command's gauge is full (the command's background slowly fills), engage the command by pressing **A**.



Another tentacle approaches the raft; press **O** to hit it with a spell, sinking it immediately. Then, defeat the other two tentacles by firing spells at them. If the Potion command comes up instead of a spell, press up or down on the **+** button to switch back to Sora's Fire or Blizzard spells. Move around to avoid damage if the spells are not ready.

Phantom Ursula

Base HP	218.5
Base Attack	15.0
Base Magic	15.0
Base Defense	6.6
EXP Multiplier	0

Ursula is a frightening foe, but you can deftly avoid her attacks. Run to the back of the raft to deal with her hand swipes. When she screams, "Time for my revenge!" and a pool of light appears on the ground, move away from the area before Ursula summons lightning. Disengage lock-on to see the lights on the raft's surface a little better. Occasionally, Ursula yells, rears back, and fires a continuous breath beam across a portion of the raft. Avoid this attack by breaking off and running to either front corner of the raft, as her breath tends to blast up the middle in a cone shape and doesn't reach the front corners at all.



Press the L + R buttons at the same time to lock on to Ursula, making camera control a little easier. Press them both again if you prefer to disengage.

Approach Ursula and attack her mouth repeatedly with aerial combos. Attacking causes Sora to jump up to her mouth automatically, so there is no need to jump beforehand. Ursula's HP bar appears in the upper right corner of the screen and depletes as she takes damage. Empty her HP bar to win.



When Ursula moves away from the raft, you can still hit her with spells. Lock on and press **X** to cast projectiles. When she emits an array of bubbles, watch them carefully, and at the last minute, press the **Y** button to block all of the bubbles at once.



At certain points during the battle, Ursula may scoop Sora off the raft and crush him in her fist. If this happens, Riku will come to the rescue by striking Ursula, freeing Sora from her grasp. Repeat attacking her mouth with aerial combos when she is near and hit her with spells when she retreats, until victorious.



PORTAL MAP

Sora Portal Information

TYPE	NO.	BATTLE RANK	DP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	18	1	40	Rampant Fantasy, Vibrant Fantasy, Troubling Fantasy	Take damage no more than two times!	Treasure Goggles	Kooma Panda
Battle	4	1	10	Rampant Fgment, Rampant Fantasy	Pull off at least three Flowmotion Attacks!	Confetti Candy	—
Battle	27	1	10	Grim Fgment, Rampant Fantasy	Pull off at least three Flowmotion Attacks!	Ice Dream Cone	—
Battle	35	1	10	Rampant Fgment, Rampant Fantasy	Achieve victory in 20 seconds or less!	Ice Dream Cone	—
Friend	10	1	—	—	—	—	—
Friend	13	1	—	—	—	—	—
Special 2	31	1	40	Rampant Fantasy, Vibrant Fantasy, Troubling Fantasy	Achieve victory without using Q commands!	Treasure Goggles	Meow Wow, Flowbermeow
Battle	6	1	10	Vibrant Fgment, Vibrant Fantasy	Block at least three enemy attacks!	Shield Cookie	—
Battle	14	1	10	Grim Fgment, Vibrant Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate	—
Battle	17	1	10	Intrepid Fgment, Troubling Fantasy	Achieve victory without using Q commands!	Shield Cookie	—
Friend	5	1	—	—	—	—	—
Friend	30	1	—	—	—	—	—
Special 3	45	1	40	Rampant Fantasy, Vibrant Fantasy, Troubling Fantasy	Block at least three enemy attacks!	Treasure Goggles	Kooma Panda, Tama Sheep
Battle	17	1	10	Intrepid Fgment, Troubling Fantasy	Achieve victory without using Q commands!	Shield Cookie	—
Battle	27	1	10	Grim Fgment, Rampant Fantasy	Pull off at least three Flowmotion Attacks!	Ice Dream Cone	—
Battle	35	1	10	Rampant Fgment, Rampant Fantasy	Achieve victory in 20 seconds or less!	Ice Dream Cone	—
Friend	5	1	—	—	—	—	—
Friend	13	1	—	—	—	—	—
Special 4	8	3	60	Malleable Fantasy	Pull off at least three successful counters!	Treasure Goggles	Thunderaffe
Battle	3	3	20	Rampant Fgment, Troubling Fantasy	Land at least 10 attacks while linked!	Confetti Candy, Confetti Candy 2	—
Battle	15	3	20	Grim Fgment, Troubling Fantasy	Block at least three enemy attacks!	Shield Cookie, Block-it Chocolate 2	—
Battle	37	3	20	Intrepid Fgment, Vibrant Fantasy	Achieve victory in 20 seconds or less!	Ice Dream Cone, Confetti Candy 2	—
Friend	16	3	—	—	—	—	—
Special 5	39	3	60	Malleable Fantasy	Achieve victory without using Q commands!	Treasure Goggles	Thunderaffe
Battle	7	3	20	Vibrant Fgment, Vibrant Fantasy	Take damage no more than two times!	Confetti Candy, Shield Cookie 2	—
Battle	28	3	20	Intrepid Fgment, Rampant Fantasy	Take damage no more than two times!	Shield Cookie, Block-it Chocolate 2	—
Battle	44	3	20	Grim Fgment, Rampant Fantasy	Pull off at least three Flowmotion Attacks!	Confetti Candy, Shield Cookie 2	—
Friend	32	3	—	—	—	—	—
Special 6	25	4	85	Malleable Fantasy	Pull off at least three Flowmotion Attacks!	Treasure Goggles	Thunderaffe
Battle	19	4	20	Rampant Fgment, Rampant Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy 2	—
Battle	34	4	20	Grim Fgment, Troubling Fantasy	Achieve victory in 20 seconds or less!	Shield Cookie 2	—
Battle	38	4	20	Intrepid Fgment, Troubling Fantasy	Take damage no more than two times!	Block-it Chocolate 2	—
Friend	12	4	—	—	—	—	—

Riku Portal Information

TYPE	NO.	BATTLE RANK	DP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	24	1	40	Rampant Fantasy, Vibrant Fantasy, Troubling Fantasy	Block at least three enemy attacks!	Treasure Goggles	Meow Wow
Battle	6	1	10	Vibrant Fgment, Vibrant Fantasy	Block at least three enemy attacks!	Shield Cookie	—
Battle	20	1	10	Troubling Fgment, Troubling Fantasy	Achieve victory without using Q commands!	Block-it Chocolate	—
Battle	40	1	10	Troubling Fgment, Troubling Fantasy	Block at least three enemy attacks!	Confetti Candy	—
Friend	13	1	—	—	—	—	—
Friend	36	1	—	—	—	—	—
Special 2	11	1	40	Rampant Fantasy, Vibrant Fantasy, Troubling Fantasy	Achieve victory without using Q commands!	Treasure Goggles	Flowbermeow, Kooma Panda
Battle	4	1	10	Rampant Fgment, Rampant Fantasy	Pull off at least three Flowmotion Attacks!	Confetti Candy	—
Battle	27	1	10	Grim Fgment, Rampant Fantasy	Pull off at least three Flowmotion Attacks!	Ice Dream Cone	—
Battle	35	1	10	Rampant Fgment, Rampant Fantasy	Achieve victory in 20 seconds or less!	Ice Dream Cone	—
Friend	21	1	—	—	—	—	—
Friend	41	1	—	—	—	—	—
Special 3	31	1	40	Rampant Fantasy, Vibrant Fantasy, Troubling Fantasy	Take damage no more than two times!	Treasure Goggles	Tama Sheep
Battle	14	1	10	Grim Fgment, Vibrant Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate	—
Battle	20	1	10	Troubling Fgment, Troubling Fantasy	Achieve victory without using Q commands!	Block-it Chocolate	—
Battle	40	1	10	Troubling Fgment, Troubling Fantasy	Block at least three enemy attacks!	Confetti Candy	—
Friend	10	1	—	—	—	—	—
Friend	29	1	—	—	—	—	—
Special 4	2	3	60	Charming Fantasy	Pull off at least three successful counters!	Treasure Goggles	Thunderaffe
Battle	7	3	20	Vibrant Fgment, Vibrant Fantasy	Take damage no more than two times!	Confetti Candy, Shield Cookie 2	—
Battle	23	3	20	Troubling Fgment, Troubling Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy, Block-it Chocolate 2	—
Battle	44	3	20	Grim Fgment, Rampant Fantasy	Pull off at least three Flowmotion Attacks!	Confetti Candy, Shield Cookie 2	—
Friend	41	3	—	—	—	—	—
Special 5	43	3	60	Charming Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Thunderaffe
Battle	15	3	20	Grim Fgment, Troubling Fantasy	Block at least three enemy attacks!	Shield Cookie, Block-it Chocolate 2	—
Battle	28	3	20	Intrepid Fgment, Rampant Fantasy	Take damage no more than two times!	Shield Cookie, Block-it Chocolate 2	—
Battle	33	3	20	Troubling Fgment, Rampant Fantasy	Pull off at least three successful counters!	Block-it Chocolate, Block-it Chocolate 2	—
Friend	1	3	—	—	—	—	—
Special 6	22	4	85	Charming Fantasy	Take damage no more than two times!	Treasure Goggles	Thunderaffe
Battle	9	4	20	Vibrant Fgment, Vibrant Fantasy	Pull off at least three Flowmotion Attacks!	Confetti Candy 2	—
Battle	26	4	20	Intrepid Fgment, Vibrant Fantasy	Pull off at least three successful counters!	Shield Cookie 2	—
Battle	42	4	20	Grim Fgment, Vibrant Fantasy	Achieve victory without using Q commands!	Block-it Chocolate 2	—
Friend	32	4	—	—	—	—	—



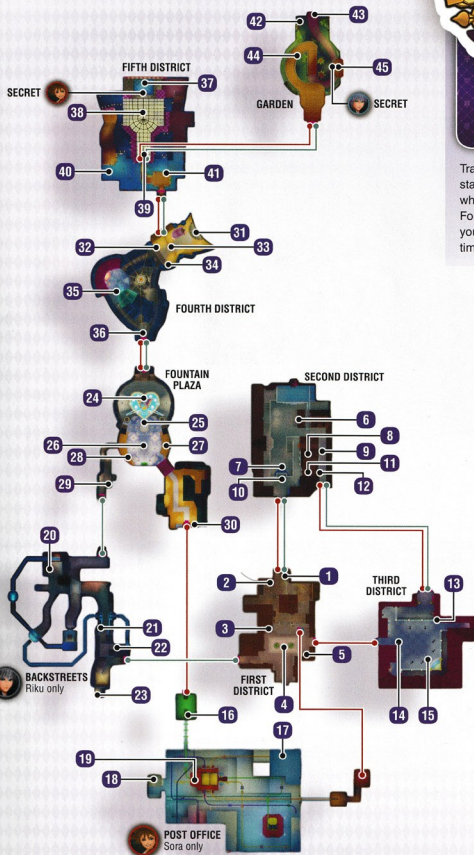
MEET YOUR DESTINY

Traverse Town is a kind of depot or way station between worlds, where those who are lost can find their destination. For some reason, the boys and girls you meet in this world are all playing a timed game.

CLEAR LINK PORTALS FOR EXTRA DP

After the first few drops, Link Portals begin appearing in Traverse Town and other worlds. Look for pink dots appearing on the lower Touch Screen. Approaching these locations you'll find nothing there; however, a small sign appears on the Touch Screen. Touch the Link Portal's sign to view its criteria. Accessing Battle Portals and Special Portals summons Nightmares from another world, and you must defeat them all. The rewards are extra Drop Points (DP) and one of several prizes. By adhering to the "Bonus Condition" listed, you can win one of several possible bonus prizes. Friendship Portals merely allow you to borrow (hopefully) stronger Spirits for a short time, while in an area. Special Portals feature stronger enemies, plus a rare enemy that drops additional prizes.

Use the maps and tables here to find Special Portals, Battle Portals, and Friendship Portals throughout the world. More than one portal may appear at one location, and some locations appear for both Sora and Riku. So while each table is for a specific character, the maps are for both, in most cases.





Traverse Town

THE LOCAL CHARACTERS

Beat

A boy who has been forced into the Reapers' Game. You won't meet a sweeter guy than Beat, and he seems desperate to keep people from finding out. He picked a fight with Joshua to protect his Game partner.



A boy who watches over the Players in the Game. He summoned Traverse Town to save Neku and the others before their existences could blink out.

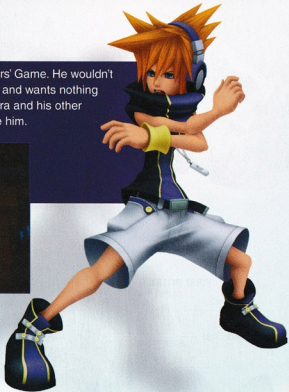
Joshua





Neku

A boy who has been forced into the Reapers' Game. He wouldn't be caught dead without his headphones... and wants nothing more than to shut other people out. But Sora and his other new friends may have the power to change him.



Rhyme

A girl who has been forced into the Reapers' Game. She has lost her memory but doesn't seem too worked up about it. She serves as Joshua's "Portal."



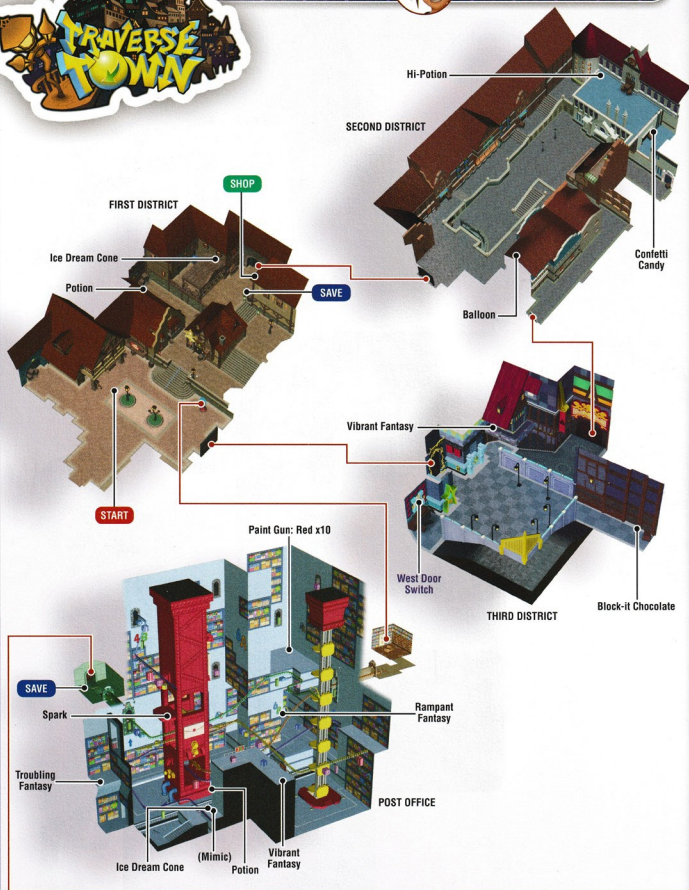
Shiki

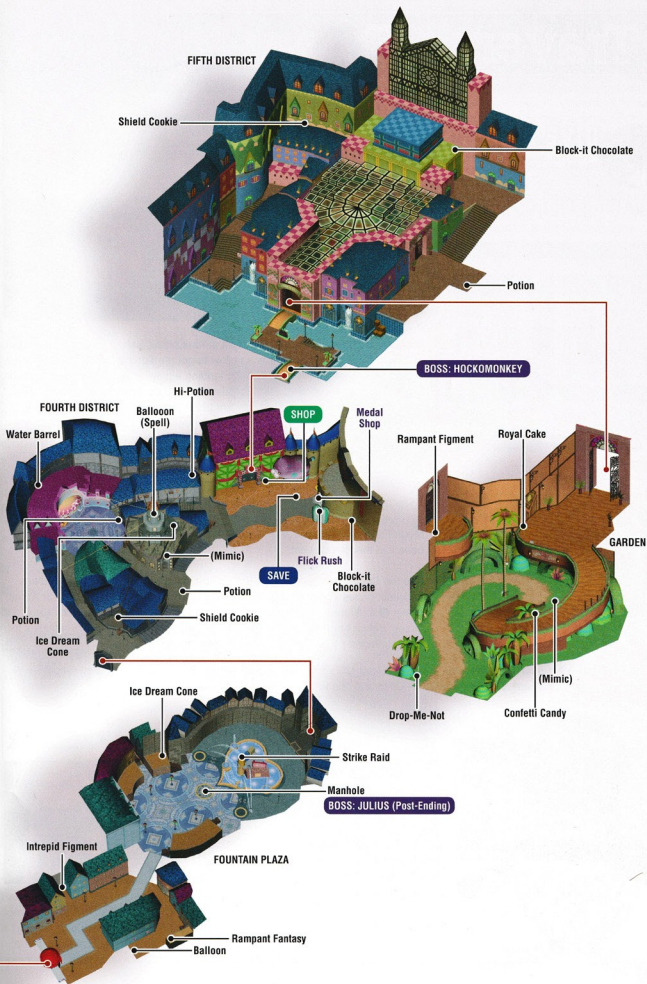
A girl who has been forced into the Reapers' Game. Her constant companion is a stuffed animal named Mr. Mew. A stranger in a black coat tricked her into leading Riku into a trap.





SORA MAPS







Traverse Town: SORA



DIVE MODE: SORA

A Rank Prize: **Spark Dive**

Goal Ring Opens: 600 Points

Ranking Data

CLEAR RANK MULTIPLIER

CLEAR TIME	MULTIPLIER
1:15.00 or less	x1000
1:15.01 - 1:25:00	x500
1:25.01 - 1:45:00	x100
1:45.01 - 2:30:00	x50
2:30.01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
750,000 or more	A Gold Diver
320,000 - 749,999	B Silver Diver
319,999 or less	C Bronze Diver



In this mini-game, the objective is to take out enemies and collect prizes as Sora falls at high speed, then pass through the goal ring that appears once you've met certain requirements. The requirements vary from dive to dive.



Press **△** to attack enemies encountered during a dive. A red target marker on an enemy means they are out of range of your attack, whereas a yellow target marker indicates that the enemy is within range. Keep pressing **△** after landing a blow to perform a combo and hit other nearby enemies. Attacking can also be used as a means of acceleration, even when no enemies or obstacles are below. Hold **△** to reduce speed with Aerial Brake, or press **▽** to quickly dodge or deflect an attack or obstacle. Decelerate and dodge to make it safely through the dive. Keep in mind that decelerating using the Aerial Brake can increase the amount of time to clear the dive, so don't use it often.

If you pick up a magic prize, press **△** to perform a special magic attack before the dive is over. Magic prizes are small orange-yellow orbs. Special attacks like Mega Flare can wipe out several enemies or obstacles simultaneously, to great benefit in this timed event.

Use the Circle Pad to steer Sora through the air, and fly through rings of stars to collect prizes. Avoid floating floors and balconies, and use attacks **△** or Aerial Brake **△** to fly through the blades of spinning fans. Aim for stars and magic prizes, defeat enemies, and strike floating cards marked with yellow reticules to produce munny, HP balls, and more stars to collect.

Continue through the goal ring. Afterward, you are ranked according to your time and number of prizes grabbed. Score an "A" this time to obtain the **Spark Dive** command, a skill to use during battle. Press **△** to leave the rank screen and continue.



UNFAMILIAR FRIENDS ON FAMILIAR GROUND

Sora never gets tired of coming back to this place. When he is unable to find Riku, some guy tells him to quit yelling. This mysterious person with headphones knows Sora's name, and he's a player in some kind of game where he must find his partner and complete a mission within a time limit. He uses a new skill called "Flowmotion" to leave the area. Now it's your turn.





TUTORIAL: FLOWMOTION BASICS

Use Circle Pad + **○** to slide into a wall or pole, and you will enter Flowmotion. While in Flowmotion, press **○** to jump or **○** to gain a burst of speed. A slightly easier way to trigger Flowmotion is to jump and perform an Air Slide into a wall or pole to get the ball rolling.

Use the lampost to gain a burst of speed. Simply move toward it and press **○** to begin spinning around it. Press **○** again to fly off the lampost, and then steer Sora to a wall if you can manage. This will allow you to continue using Flowmotion with another burst of speed or jump. You can use a burst of speed after performing a Flowmotion jump to quickly traverse each area. These exercises help you learn to control Flowmotion.

You don't always have to slide into Flowmotion. Some objects like handholds, ropes, and stair rails trigger Flowmotion when landed on. Jump onto the nearby stair rail to trigger Flowmotion. Leap from the rail with the right timing and you can land on the roof of the central building!



FIND THE SAVE POINT

After the Flowmotion tutorial, your objective is to go after the boy with headphones. Note that you do not encounter enemies in this area during your first visit. Head upstairs and continue toward the door at the north end of the area (marked pink on the Touch Screen map) to find a glowing green circle on the ground, which is a save point. Standing over the light allows your character and their Dream Eaters to recover HP lost during battle. Press **A** while at a save point to open the save menu, where you can do the following:

- Save your game progress
- Return to the World Map
- "Drop" or switch characters



USE FLOWMOTION TO REACH HIGHER LEVELS

By referencing the maps provided in this guide, you'll spot a chest containing an **Ice Dream Cone** near the save point. However, searching the save point area does not turn up a chest. The reason is because the chest is located on a higher level. To reach the higher level, try using Flowmotion to have Sora land on the roof of the central building in First District. Then, jump **○** and Air Slide **○** over to the rooftop to reach the chest. There are many such chests on higher levels throughout the game, so rely on Flowmotion to go higher!



REALITY SHIFT

Proceed through the doors near the save point to the next area. Sora encounters some barrels that can be used to execute a "Reality Shift," which in Traverse Town is basically the practice of using barrels, boxes, and other items to bomb enemies or other objects. Environmental objects allowing for Reality Shifts react when approached, becoming marked with a pink icon.

Use Reality Shift to launch the barrels. Approach any barrel until the pink symbol appears on it, then press **X** + **A** to activate Reality Shift. Alternatively, swipe down on the pink arrows shown on the Touch Screen to activate Reality Shift, as well. Upon shifting down to the Touch Screen, you'll see the barrel floating in the air within a yellow bubble. Touch the bubble to take control of it, and move the bubble left or right, up or down to change targeting trajectory. Pull it downward to target far away things, or move it upward to target enemies nearby. When the yellow circle on the ground is near your desired target, remove your finger to slingshot the barrel.



NOW WHERE'D THAT KID GO?

After completing the Reality Shift tutorial, press the Zoom button (the magnifying glass icon) on the Touch Screen map to zoom out and view the entire map of the area at once. Notice the flashing pink door in the alley off to the far right: that's your objective. But as Sora approaches the center of the area, he encounters the headphones kid again, who finally introduces himself as Neku. However, the introductions must wait, as Dream Eaters appear.



FLOWMOTION COMBAT

Even with combos, chopping away repeatedly at one enemy while surrounded can be difficult and time-consuming. Eliminate two or more enemies at a time with Flowmotion Combat. As before, press **1** while moving toward a wall, pole, or other object to trigger Flowmotion, and then immediately press **A** to perform a Flowmotion attack. Launching an assault during Flowmotion changes your basic attack according to your current Flowmotion action (depending on what kind of surface or object you use to trigger Flowmotion). This is a great way to make combat easier against groups of adversaries.

Next up, trigger Flowmotion Throws by sliding into large enemies, such as the Kooma Pandas that suddenly appear. Press Circle Pad + **Y** to slide into a large opponent, and Sora begins to spin around them. While spinning, press **A** to send the enemy flying (hopefully into other foes). Defeat both of the Kooma Pandas using Flowmotion Throw.



TIME TO CREATE SPIRITS

Clearing the area of Dream Eaters triggers a Flashback, with Yen Sid explaining the difference between Spirits and Nightmares. Nightmares are the enemies you'll fight throughout the game, whereas Spirits are companions that you can create and recruit to follow you into combat. Spirits can also battle against each other in a special mini-game called Flick Rush, but let's leave that for later.

Whether you play or skip the Flashback, you receive **Glossary: Heartless** and the **Meow Wow Recipe**. The subsequent tutorial then walks you through creating your own Spirit using Dream Pieces (items collected from defeated Nightmares). Here are a few pointers to keep in mind during the tutorial:



1. A recipe is not necessary to create a Spirit; having one just guarantees the result.
2. When possible, **always** use more materials than are necessary to create the Spirit with a higher rank or level. Press the "+" sign below each material next to the quantity to raise the number used. For example, the Meow Wow Recipe requires three Rampant Figments, so let's say you have five on hand. If you increase to four Rampant Figments, Meow Wow's level increases to 2. However, using five Rampant Figments does not increase the Spirit's level any further, so adding the fifth would be a waste. If you find that you cannot gain a stat boost by increasing a material, then don't.
3. When possible, **always** sacrifice a deck command for a stat boost. **Avoid** sacrificing special ability commands, such as Spark Dive. Sacrifice plentiful item commands instead, like Potion or Hi-Potion.
4. Give each Spirit a unique name; you'll likely make more than one of each kind of Spirit, and having three or more all named the default "Meow Wow" becomes a hassle later.

THIS IS A BAD TIME TO NAP, SORA!

After completing the Spirits tutorial, search the rest of the area for additional chests to open. The small raised patio in this area provides a good spot to use Flowmotion to reach higher rooftop levels and access the chests located there. Afterward, fall to ground level and proceed down the east alley with your new Meow Wow Spirit in tow. Take out a group of Nightmares that blocks the alley, and proceed through the door. Sora finally catches up with Neku, who's calling out a black cloaked figure who appears to be from Organization XIII. However, in the midst of the action, Sora suddenly falls asleep.





LIVIN' LIFE BY THE CLOCK

After playing as Riku until he falls asleep, Sora awakens in Third District. Now he must investigate the area and get as far as he can before the Drop Gauge empties. Otherwise, he drops into sleep again and Riku takes over once more. Dropping isn't always a bad thing, however. In fact, it's better to elect to drop on your own (at a save point, via the main menu, or on the pause screen during battle) before triggering the next appearance of Dream Eaters; that way, you don't come back in the middle of a fight.



WARNING! DREAM DROP COMMENCING!

Sora has fallen asleep because of the rules of the mysterious "game" in progress, and now it's time for Riku to take over. Proceed to the section titled "Traverse Town: Riku" to follow Riku's side of the adventure. At a specific point later, Riku falls asleep, and Sora's journey resumes. This action of switching characters is called a "drop." After these initial mandatory drop events, all future drops are determined either by you (when you push the "Drop" button) or by the "Drop Gauge" (when time, plus Bonus Time, runs out). Because it is impossible to know what part of the adventure a player is in at any given time, each side has been split into its own section in this guide. Use two bookmarks (one for Sora, one for Riku) to mark your place in this guide, changing sections whenever you drop.

Jump onto the boxes stacked beneath the revealed electric panel in the southwest corner of the map. Strike the panel repeatedly to unlock a door in the area. After the scene, you'll be facing the door; proceed through it to the First District.

POST OFFICE NAVIGATION

The mailbox in First District becomes active. Approach and examine it to reveal a manhole. Examine the manhole and choose "Okay" to leave this area. Sora drops into the Post Office. (Note that you can examine the center of the entry area to return to First District.)



Follow the corridor until you reach a rail. Jump onto the rail and ride it via Flowmotion into the main room. Defeat the enemies that appear as you search the area. A treasure chest on the lower level at the base of the pink column contains a **Potion**.

As Sora moves around the room, a short scene shows the green rail's exit on the level above. He must ride a rotating platform elevator to the top and jump onto the green rail, then ride it via Flowmotion to the exit, where you'll find a save point. There are other rails in the room that he can ride, however...



TUTORIAL: THE DROP GAUGE

As you explore the field, the Drop Gauge continues to decrease. Sleep and other negative statuses cause your Drop Gauge to drain more quickly. When the gauge runs out, you enter Bonus Time, and tear-shaped Droplets appear more often as you defeat enemies. After Bonus Time ends, you will drop and resume play with the next character. Each drop triggers a rewards screen, revealing the Drop Points (DP) accumulated. You may then select to boost the next character's attack or magic, or choose to add an extra item to their stash prior to resuming play. All leftover DP are converted to munny.



RIDE THE RAILS TO ITEMS!

Refer to the Post Office map at the start of Sora's section to see all the various rails and item chests scattered throughout the massive chamber, on various levels. To reach these chests, you must ride the various rails, but not to their destinations. At some point, you must have Sora jump off while facing the right direction, and then Air Slide onto a platform or ledge to reach the item chests!



SLINGSHOT PRESENTS TO UNCOVER MORE ITEMS!

You can use Reality Shift on several giant present boxes in the Post Office. Employ these to destroy stacks of presents that cover up item chests! There's one on the ground floor level in the northeast corner of the area that you can use to uncover a chest containing a **Rampant Fantasy**. Have Sora ride the yellow rail and jump off onto a mid-level platform where he can throw a present into another stack, revealing a chest holding a **Vibrant Fantasy**.



FOURTH DISTRICT

Take a look around this area before proceeding, and notice the lights strung between rooftops. Jump on any of these strings and let Flowmotion carry Sora to the central tower, where you'll find a chest containing a **Balloon**. Use the other light strings connected to the tower to reach the other chests and Link Portals around the area.



THE FOUNTAIN AREA

Emerging from the Post Office, Sora enters a wide open area southwest of a massive fountain. Move over to the west wall and follow it until you find a tall stack of crates. Use Reality Shift to launch one of the nearby barrels into the crates, smashing them to reveal a chest containing an **Intrepid Fragment**.

As you proceed north into the main area, don't miss the side alley to the right. Follow this to a chest containing a **Balloon**, and use Flowmotion plus a jump to reach the chest on the raised level at the corner, which contains a **Rampant Fantasy**.



Proceed into the main courtyard and fend off a group of Nightmares when they appear. Jump up the crates below the east ledge to find **Laguna's Battle Portal**, which you can easily clear for **10 DP** and a **Grim Fragment**. Execute three Flowmotion attacks during the battle to obtain a bonus **Ice Dream Cone**.

Jump into the fountain waters and defeat all of the Nightmares in the area. Move to the backside of the brick structure standing within the fountain. From here, Sora can roll into the back wall to initiate Flowmotion, then quickly jump onto the top of the structure. Jump again onto the round tower to obtain the **Strike Raid** skill. Equip this in your Command Deck immediately, just to see how handy it is. After doing so, proceed through the north doors.



After collecting all the items and clearing **Lightning's Battle Portal** in the south portion, move north to the wide area with large floating character balloons. Sora mistakes a girl named Rhyme for Neku's partner. After the scene, speak to all the Moogles in the area to find out why they're here. One sells various items, commands, and Spirit recipes in exchange for munny, while the other runs a similar shop that contains rare items which can be obtained with medals. You obtain medals by talking to the other Moogles in the area and playing a card game called Flick Rush. You must have three Spirits in your party to play, so wait until you've advanced further in the game before worrying about it. Save your game at the save point, and proceed through the northwest door.





HOCKOMONKEY

Base HP	431.2
Base Attack	15.0
Base Magic	14.0
Base Defense	6.6
EXP Multiplier	0



Hockomoney's attack style changes when its arms change. At first, it charges Sora to attack. Dodge Roll and Air Slide to avoid these attacks. Try to roll Sora into the surrounding low walls to trigger Flowmotion, and counterattack. When Hockomoney's arms are "normal" and blue, another good strategy is to goad it into one of the lower alleys running along the sides of the area; the close proximity of walls and poles allows for a lot of Flowmotion havoc.



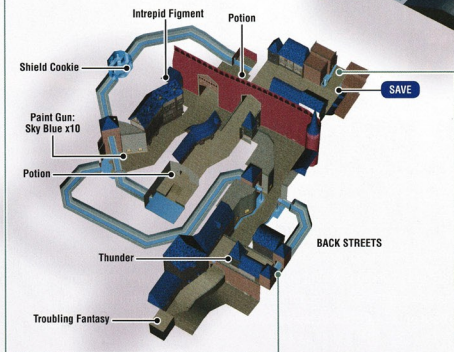
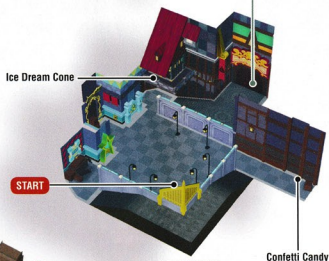
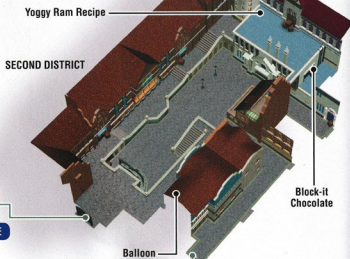
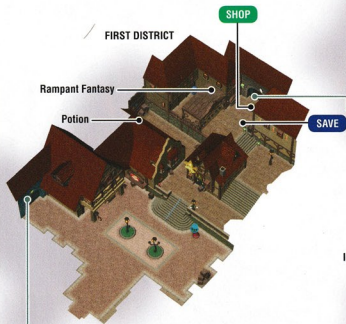
When Hockomoney's arms change to their yellow form, they become long and elastic. Leaping some distance away, the creature extends its arms to punch Sora. If it's standing on a platform, you can avoid these attacks merely by moving up to a low wall and waiting for Hockomoney to move, or you can activate Flowmotion and send Sora flying at it quickly. Shorten the range, and Hockomoney stops punching, providing a few seconds of vulnerability before it bounds away. At this point, Sora can strike it with a few Flowmotion attacks or spells.

When Hockomoney has one health bar remaining, it may perform a move that will shatter the large glass roof in the area, causing both it and Sora to come crashing down into the garden below. At this point, you cannot return to the area above, but utilizing the rail in the garden to continuously perform Flowmotion attacks will end this battle quickly. Sora obtains the **Skull Noise** Keyblade after the battle; equip this at your next opportunity.





RIKU MAPS





FIFTH DISTRICT

Troubling Fantasy

Block-it Chocolate

Hi-Potion

BOSS: HOCKOMONKEY

Balloon

Treasure Goggles

SHOP

Medal Shop

Intrepid Figment

Confetti Candy

(Mimic)

Potion

SAVE

Flick Rush

Shield Cookie

FOURTH DISTRICT

BOSS: HOCKOMONKEY

Royal Cake

Drop-Me-Not

GARDEN

(Mimic)

Hi-Potion

Paint Gun: Green x10

Blizzard Edge

Ice Dream Cone

Manhole

BOSS: JULIUS (Post-Ending)

FOUNTAIN PLAZA

Vibrant Fantasy



Traverse Town: RIKU



DIVE MODE: RIKU

A Rank Prize: **Spark Dive** | Goal Ring Opens: 300 Points

Ranking Data

CLEAR RANK MULTIPLIER DETERMINATION

CLEAR TIME	MULTIPLIER
1:30:00 or less	x1000
1:30:01 - 2:30:00	x500
2:30:01 - 3:30:00	x100
3:30:01 - 4:30:00	x50
4:30:01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
140,000 or more	A Gold Diver
70,000 - 139,999	B Silver Diver
69,999 or less	C Bronze Diver

Because Riku is dealing with many more enemies than Sora had to during his dive into Traverse Town, just taking all the foes down accumulates enough points to open the goal ring. After a few seconds, the adversaries subside, allowing you to pay better attention to the obstacles as well as the **magic prize** in the narrow center of a four-way corridor blocking most of the space. For a higher score, break the green cards floating in formations at various intervals throughout the dive.



RIKU GETS SOME ANSWERS

Riku arrives in Traverse Town. He meets a mysterious boy named Joshua, who explains that the worlds have been split in half, and some people who should be together have been sent to different places. Joshua tasks Riku with finding a girl named Rhyme in exchange for his help in locating Sora.

LINK PORTALS

Link Portals appear in various locations throughout Traverse Town, displayed as pink dots on the Touch Screen map. Moving near a Link Portal, while zoomed in on the map, causes a display card to appear on the Touch Screen. Press the display card on the Touch Screen to activate the Link Portal. Activating Link Portals either replaces your current Spirits with a new set for a limited time (or until you leave the current area), or allows you to take on Nightmares in a quick challenge battle for extra prizes. The stars displayed on the card indicate the difficulty of the challenge involved or the strength of the friendly Spirits you'll summon.

Vaan's Friendship Portal is now available at the top of the stairs. Access it and use the Spirits provided to take out enemies as you search the area for treasure chests. Open the chest in the alley to find **Confetti Candy**. Remember to use Flowmotion to reach a chest containing an **Ice Dream Cone** on a raised ledge above the exit.



TIME FOR RIKU TO MAKE SPIRITS

Riku catches up with Joshua in Second District and begins to learn about Dream Eaters, much the same way Sora did previously. The **Komory Bat Recipe** is obtained, allowing you to make a Spirit for Riku. The main menu opens automatically and you must create a Komory Bat Spirit. Use the same procedure as before, and don't forget to increase your materials to improve stats and tickle your pet a plenty before proceeding.



LINKING WITH SPIRITS TUTORIAL

After Beat appears and trash talks Joshua, a brief tutorial on Linking with Spirits follows. When a Spirit is in the party, the Link Gauge fills as a Spirit attacks an adversary. When the Link Gauge is full, touch the Spirit icons on the Touch Screen, or hold L + R and press either **X**, **O**, or **△**, depending on which Spirits you wish to link with. Fill up the Link Gauges of *both* Spirits in your party to perform a powerful Dual Link.



For tutorial purposes, Komory Bat's Link Gauge will fill to maximum automatically. Defeat the enemies now surrounding Riku by pressing the Link button on the Touch Screen (featuring Komory Bat's face) to link up and perform dark powered attacks with greater damage than Riku is capable of alone.

RIKU'S TIME TO SNOOZE

Clearing the area of enemies allows Joshua and Beat to end their confrontation. But like Sora experienced earlier, Riku suddenly feels the urge to take a nap.

TUTORIAL: EARN BONUSES WITH DROP POINTS

When you drop, a screen appears where you can spend Drop Points (DP) to give the next character a bonus. There are three ways to earn DP: collect Droplets, snag Lucky Items left by enemies, or clear battle Link Portals. After using DP to increase Sora's Attack or Magic, convert the rest to munny.

DROP RESULTS		
Drop Points	x 10	40 DP
Lucky Items	x 1	8 DP
Link Portals	x 2	8 DP
TOTAL		48 DP

RESUMING RIKU

Riku wakes up to find he is alone, but he spots a girl being chased on the upper level. Follow her through the large exit to the south into First District, defeating enemies along the way and collecting items from chests on the upper levels.

Riku jumps between the girl and some Nightmares; eliminate them all to proceed. Use Flowmotion around the lampposts to gain the advantage. After the skirmish, the girl introduces herself as Shiki. Riku tells the girl to go home, even though she thinks he's her knight in shining armor. After the scene, you'll be facing a gate; proceed through it into the Back Streets area.



CLEAR VAAN'S BATTLE PORTAL!

After clearing the courtyard area of enemies, you'll be able to open the Link Portal located between the two lampposts. Use the lampposts to activate Flowmotion and wipe out the appearing foes with ease. Clearing this easy Link Portal awards **10 DP** and a **Rampant Fignight**. Perform at least three Flowmotion attacks before taking out the last assailant to obtain a **Royal Cake**.



THE BACK STREETS AND THE AQUEDUCTS

Follow the twisting Back Streets to the upper level, and then follow the street north, then west. After taking out a large group of Nightmares, continue toward the southwest doorway. Open the chest on the right to obtain **Paint Gun: Sky Blue x10** and proceed into the corridor. Riku enters Flowmotion here; ride the aqueduct to the top.



Riku flies over a large gap; Air Slide **1** before falling through the gap to sail across and land in the aqueduct on the other side (otherwise, have fun starting over). Crossing the gap successfully allows Riku to reach a raised level above the entrance, where there's also a chest containing the **Thunder** spell around the corner to the left. Take a moment to equip this in Riku's Command Deck.

Drop over the side of the platform to land on the ground near the Back Streets' entrance, and head to the west side again. This time, go to the northwest corner, where you'll find a chest containing a **Potion**. Enter the waterway at the back and ride it via Flowmotion up into a sewer room full of Nightmares. Riku will automatically perform a Flowmotion jump upon entering the room. Before your Flowmotion glow fades, attack **1** while in the air and you may possibly destroy all the Nightmares at once! Open a chest on the top ledge to the left to obtain a **Shield Cookie**.



Continue into the next aqueduct and let Flowmotion carry Riku to the topmost chamber. Defeat a large group of Nightmares appearing on the stairs, then open the chest on the left to obtain a **Potion**. Proceed through the large doorway and notice on the Touch Screen that Riku is now crossing the central bridge above the area. Fight your way to the far end, and use the save point. Continue upstairs.

RIKU'S TRIP THROUGH THE FOUNTAIN AREA

Riku enters the Fountain Area from the southwest alleyway (the southeast area is permanently blocked off to Riku). Move to the barrel on the left and use Reality Shift to slingshot it into the crates piled high in the space across the alley. Destroying the crates reveals a chest containing a **Vibrant Fantasy**.



Proceed into the large courtyard south of the fountain and defeat all of the Nightmares that materialize in Riku's path. More attack as he jumps up stacked boxes to collect items or reach **Zidane's Battle Portal** on the far side. Take some extra time to clear this Link Portal, and perform three Flowmotion attacks while doing so to obtain a bonus **Ice Dream Cone**.

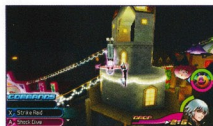


Jump into the fountain and clear out the Nightmares that appear there. By moving him to the back wall of the structure within the fountain, you can roll Riku into the wall, enter Flowmotion, and jump all the way onto the top of the edifice. Jump onto the cylindrical tower to reach the chest containing the **Blizzard Edge** command, which you should equip immediately. Then, proceed through the north doors.



FOURTH DISTRICT NAVIGATION

Take a moment to notice the strings of lights running between all the rooftops here. Jump onto any of these and ride them to the central tower via Flowmotion. Open the chest within the tower to obtain **Treasure Goggles**, a useful Spirit toy that allows your little followers to collect extra items. From the central tower, you may ride the strings of lights to the outer rooftops and open more treasure chests. Cecil's Battle Portal on the east side of the area provides a nice extra challenge, wherein you must defeat one rather elusive Spirit within 20 seconds to achieve the bonus: a **Royal Cake**. Simply ride the rail with Flowmotion and hit it with a Flowmotion attack to pull this off easily!



When finished clearing the southwest area, move northeast toward the hovering character balloons. Here you'll find Moogles charged with various responsibilities, including buying and selling items, trading medals for commands and items, and offering Flick Rush. The latter is a fun card game in which you can battle Spirits you've created with other Spirits. By winning, you'll earn medals to trade for commands, recipes, and more rarities at the Medal Shop. You must have three Spirits in your party to play. You'll want much stronger Spirits to compete, so play further in the game and raise your Spirits higher before trying this. When done here, be sure to save your game before proceeding through the door in the northeast wall.





HOCKOMONKEY

Base HP	295.6
Base Attack	14.0
Base Magic	15.0
Base Defense	6.6
EXP Multiplier	0

With this boss floating high over the Garden area, your main strategy is to have Riku jump onto the railing running along the front of the upper level to trigger Flowmotion, and then quickly press **(A)** to leap off and attack. Get back to the top of the area by riding the outside stair railing. Fire, Blizzard, and Thunder spells all prove useful, as does Strike Raid and the flying slash portion of Blizzard Edge. While hovering, Hockomoney's main form of attack is firing projectiles that are easily dodged or blocked, especially when lock-on is engaged.



At given intervals, Hockomoney vanishes, and a squad of floating blue hands appears. Destroy all the hands to make Hockomoney reappear. During this time, it is recommended to have Riku drop to the ground level, since the hands follow him down there, making them easier to knock out with simple Flowmotion attacks launched from the walls. Destroying all the hands causes Hockomoney to reappear in a dazed state, during which time it is best to link with your Komory Bat and attack. Keep attacking Hockomoney and its hands to win the battle and obtain the **Skull Noise** Keyblade.



Sora Portal Information

TYPE	NO.	BATTLE RANK	DP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	44	1	40	Lofy Fantasy, Dulcet Fantasy, Noble Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Necho Cat
Battle	7	1	10	Dulcet Fignment, Dulcet Fantasy	Take damage no more than two times!	Confetti Candy	—
Battle	11	1	10	Lofy Fignment, Noble Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy	—
Battle	20	1	10	Lofy Fignment, Noble Fantasy	Pull off at least three Flowmotion Attacks!	Shield Cookie	—
Battle	25	1	10	Troubling Fancy, Lofy Fantasy	Pull off at least three Flowmotion Attacks!	Shield Cookie	—
Friend	29	2	—	—	—	—	—
Friend	38	2	—	—	—	—	—
Special 2	8	1	40	Lofy Fantasy, Dulcet Fantasy, Noble Fantasy	Block at least three enemy attacks!	Treasure Goggles	Drill Sye
Battle	30	1	10	Troubling Fancy, Noble Fantasy	Block at least three enemy attacks!	Block-it Chocolate	—
Battle	35	1	10	Dulcet Fignment, Dulcet Fantasy	Block at least three enemy attacks!	Block-it Chocolate	—
Battle	39	1	10	Dulcet Fignment, Dulcet Fantasy	Achieve victory in 20 seconds or less!	Ice Dream Cone	—
Battle	46	1	10	Lofy Fignment, Lofy Fantasy	Block at least three enemy attacks!	Ice Dream Cone	—
Friend	14	2	—	—	—	—	—
Friend	24	2	—	—	—	—	—
Special 3	5	1	40	Lofy Fantasy, Dulcet Fantasy, Noble Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Zolephant
Battle	11	1	10	Lofy Fignment, Noble Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy	—
Battle	25	1	10	Troubling Fancy, Lofy Fantasy	Pull off at least three Flowmotion Attacks!	Shield Cookie	—
Battle	40	1	10	Dulcet Fignment, Dulcet Fantasy	Take damage no more than two times!	Block-it Chocolate	—
Battle	41	1	10	Dulcet Fignment, Dulcet Fantasy	Achieve victory in 20 seconds or less!	Ice Dream Cone	—
Friend	43	2	—	—	—	—	—
Special 4	45	2	55	Lofy Fantasy, Dulcet Fantasy, Noble Fantasy	Pull off at least three Flowmotion Attacks!	Treasure Goggles	Zolephant, Drill Sye
Battle	15	2	15	Dulcet Fignment, Dulcet Fantasy	Pull off at least three successful counters!	Shield Cookie	—
Battle	36	2	15	Dulcet Fignment, Dulcet Fantasy	Pull off at least three successful counters!	Block-it Chocolate	—
Battle	37	2	15	Lofy Fignment, Lofy Fantasy	Take damage no more than two times!	Ice Dream Cone	—
Battle	42	2	15	Troubling Fancy, Noble Fantasy	Achieve victory without using ● commands!	Shield Cookie	—
Friend	6	2	—	—	—	—	—
Special 5	19	2	55	Maleable Fantasy	Take damage no more than two times!	Treasure Goggles	Mew Wow
Battle	1	2	15	Troubling Fancy, Noble Fantasy	Take damage no more than two times!	Ice Dream Cone	—
Battle	36	2	15	Dulcet Fignment, Dulcet Fantasy	Pull off at least three successful counters!	Block-it Chocolate	—
Battle	47	2	15	Troubling Fancy, Noble Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate	—
Friend	26	2	—	—	—	—	—
Special 6	9	3	80	Maleable Fantasy	Pull off at least three successful counters!	Treasure Goggles	Necho Cat, Zolephant, Drill Sye
Battle	17	2	15	Lofy Fignment, Lofy Fantasy	Take damage no more than two times!	Block-it Chocolate	—
Battle	22	2	15	Lofy Fignment, Lofy Fantasy	Pull off at least three Flowmotion Attacks!	Confetti Candy	—
Battle	28	2	15	Dulcet Fignment, Dulcet Fantasy	Achieve victory without using ● commands!	Shield Cookie	—

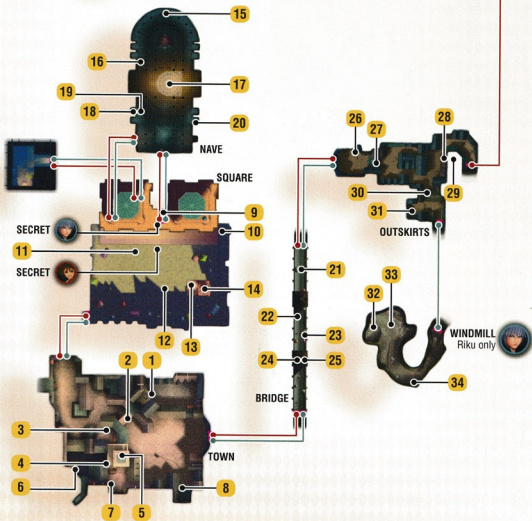
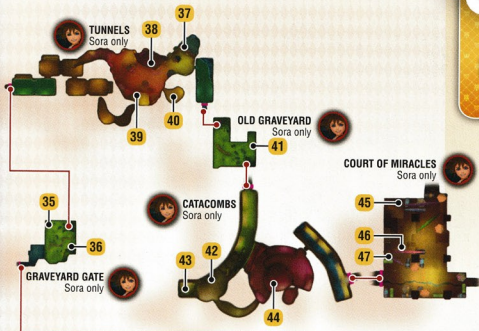
Riku Portal Information

TYPE	NO.	BATTLE RANK	DP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	32	1	40	Lofy Fantasy, Dulcet Fantasy, Noble Fantasy	Block at least three enemy attacks!	Treasure Goggles	Drill Sye, Zolephant
Battle	7	1	10	Dulcet Fignment, Dulcet Fantasy	Take damage no more than two times!	Confetti Candy	—
Battle	11	1	10	Lofy Fignment, Noble Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy	—
Battle	20	1	10	Lofy Fignment, Noble Fantasy	Pull off at least three Flowmotion Attacks!	Shield Cookie	—
Friend	27	2	—	—	—	—	—
Special 2	3	1	40	Lofy Fantasy, Dulcet Fantasy, Noble Fantasy	Pull off at least three Flowmotion Attacks!	Treasure Goggles	Necho Cat
Battle	25	1	10	Troubling Fancy, Lofy Fantasy	Pull off at least three Flowmotion Attacks!	Shield Cookie	—
Battle	30	1	10	Troubling Fancy, Noble Fantasy	Block at least three enemy attacks!	Block-it Chocolate	—
Friend	10	2	—	—	—	—	—
Friend	18	2	—	—	—	—	—
Special 3	27	1	40	Lofy Fantasy, Dulcet Fantasy, Noble Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Necho Cat
Battle	7	1	10	Dulcet Fignment, Dulcet Fantasy	Take damage no more than two times!	Confetti Candy	—
Battle	11	1	10	Lofy Fignment, Noble Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy	—
Battle	25	1	10	Troubling Fancy, Lofy Fantasy	Pull off at least three Flowmotion Attacks!	Shield Cookie	—
Friend	18	2	—	—	—	—	—
Friend	34	2	—	—	—	—	—
Special 4	12	2	55	Charming Fantasy	Pull off at least three Flowmotion Attacks!	Treasure Goggles	Mew Wow
Battle	15	2	15	Dulcet Fignment, Dulcet Fantasy	Pull off at least three successful counters!	Shield Cookie	—
Battle	21	2	15	Dulcet Fignment, Dulcet Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy	—
Battle	33	2	15	Lofy Fignment, Lofy Fantasy	Pull off at least three successful counters!	Shield Cookie	—
Friend	4	2	—	—	—	—	—
Special 5	31	2	55	Charming Fantasy	Block at least three enemy attacks!	Treasure Goggles	Necho Cat
Battle	1	2	15	Troubling Fancy, Noble Fantasy	Take damage no more than two times!	Ice Dream Cone	—
Battle	13	2	15	Dulcet Fignment, Dulcet Fantasy	Land at least 10 attacks while linked!	Confetti Candy	—
Battle	15	2	15	Dulcet Fignment, Dulcet Fantasy	Pull off at least three successful counters!	Shield Cookie	—
Battle	33	2	15	Lofy Fignment, Lofy Fantasy	Pull off at least three successful counters!	Shield Cookie	—
Friend	23	2	—	—	—	—	—
Special 6	16	3	80	Charming Fantasy	Pull off at least three successful counters!	Treasure Goggles	Mew Wow, Zolephant, Drill Sye
Battle	2	2	15	Troubling Fancy, Noble Fantasy	Take damage no more than two times!	Block-it Chocolate	—
Battle	22	2	15	Lofy Fignment, Lofy Fantasy	Pull off at least three Flowmotion Attacks!	Confetti Candy	—
Battle	28	2	15	Dulcet Fignment, Dulcet Fantasy	Achieve victory without using ● commands!	Shield Cookie	—



LET FREEDOM RING!

This world, the name of which means "The City of Bells" in French, is inspired by the Disney version of *The Hunchback of Notre Dame* (1996), which was based on the classic work by Victor Hugo. The great cathedral rising in the center of the city stands as a monument to remind the people of the great power of the clergy.





La Cité des Cloches

THE LOCAL CHARACTERS

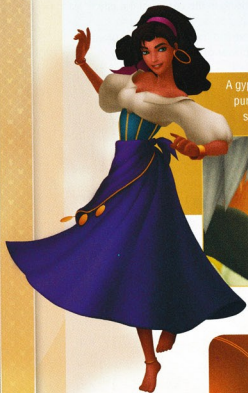
Quasimodo

A young man who lives in the bell tower of Notre Dame Cathedral. His master, Judge Frollo, had forbidden him from setting foot outside, but a woman named Esmeralda changed him and gave him the strength to see what's out there.



A gypsy woman who loves freedom. She was pursued relentlessly by Frollo, but Quasimodo saved her from the fires.

Esmeralda



Judge Claude Frollo

A wicked man charged with keeping order in the city. Though he had no choice but to take Quasimodo in as an infant, he kept him locked in the cathedral bell tower. Frollo hates the very sight of gypsies. He believes they are the root of all evil in the city.





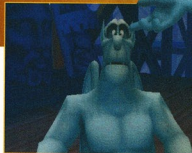
Captain of the guard. After meeting Quasimodo and Esmeralda, he began to question and then challenge Judge Frollo's methods.

Captain Phoebus



Victor

One of three cathedral gargoyles who can only be heard by Quasimodo, Sora, and Riku. Victor is the deep thinker of the bunch, and he doesn't know what to do with Hugo.



One of three cathedral gargoyles who can only be heard by Quasimodo, Sora, and Riku. Laverne just wants Quasimodo to be safe and happy.

Laverne



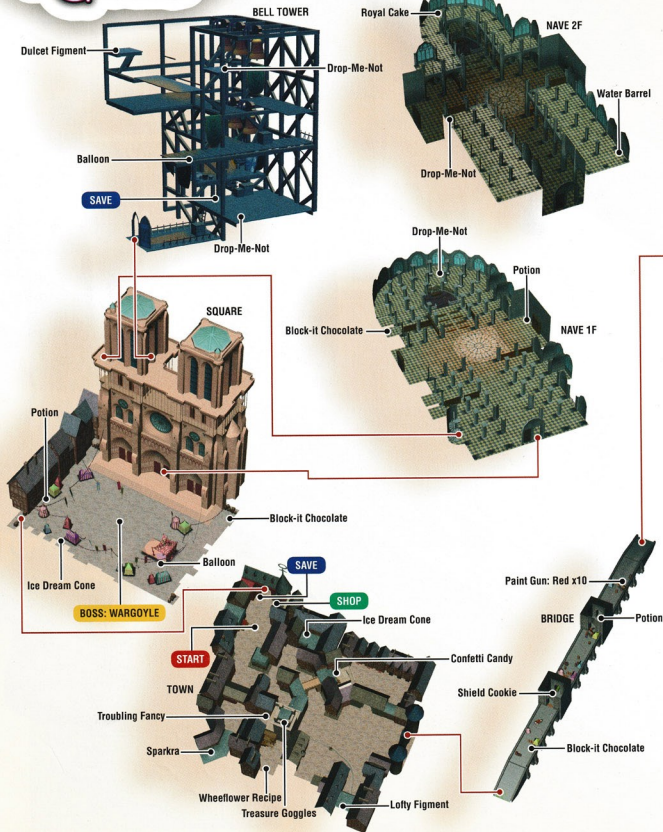
Hugo

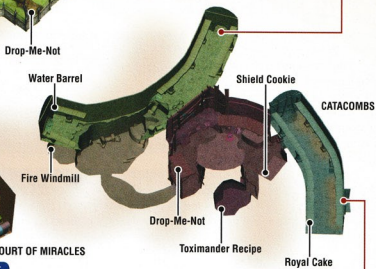
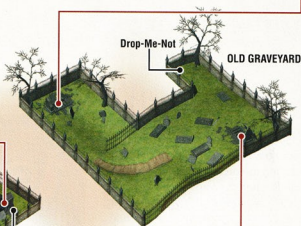
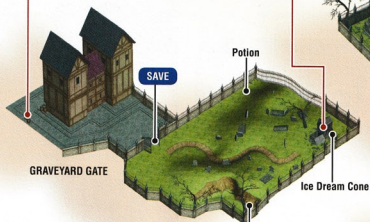
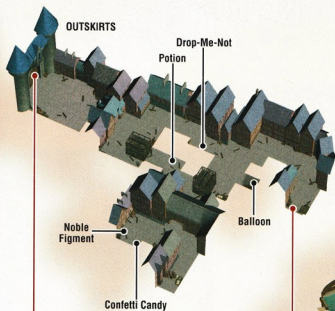
One of three cathedral gargoyles who can only be heard by Quasimodo, Sora, and Riku. Hugo is the wise guy of the bunch, and he is quick to pick a fight.





SORA MAPS







La Cité des Cloches: SORA



DIVE MODE: SORA

A Rank Prize: **Water Barrel** Goal Ring Opens: Defeat 15 enemies before you reach the goal!

Ranking Data

CLEAR RANK MULTIPLIER

CLEAR TIME	MULTIPLIER
1:20:00 or less	x1000
1:20:01 - 1:35:00	x500
1:35:01 - 2:05:00	x100
2:05:01 - 2:50:00	x50
2:50:01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
1,200,000 or more	A Gold Diver
495,000 - 1,119,999	B Silver Diver
494,999 or less	C Bronze Diver

Defeat 15 enemies before arriving at the end to unlock the goal ring, or else the course repeats. Furthermore, there is not enough time to descend at regular speed and complete the course within one minute and twenty seconds, as required to score the x1000 multiplier needed to accumulate 1,200,000 points or more and the A Rank. Therefore, accelerate by attacking even when there are no enemies present.



A FESTIVAL OF FOOLS

Even though Sora starts off meeting Judge Frodo in the Town, the sector is walled off to prevent Sora from exploring the area. Therefore, proceed north through the large archway to the Square and witness the parade. When Dream Eaters attack, it's up to Sora to save the day!



FLY THE FAITHLINE

Since the Square is a wide open space, Flowmotion attacks are difficult to trigger here. Therefore, move below any of the floating orbs marked with a Keyblade symbol and press **X** + **A** to trigger Reality Shift. On the bottom screen, quickly draw a line between two or more points on the map to create a "Faithline" for Sora to slide along. By connecting three or more points with a closed shape, you'll create a loop that Sora will slide around for three or more laps. While sliding along the Faithline, press **X** to perform a Flowmotion attack against the nearest foe. Repeat this until enemy numbers dwindle, then finish off the remainders with combos and magic. A second group of enemies appears after the first, so use the Faithlines once again.



SWING AROUND THE MAYPOLES!

In addition to using the Faithline orbs, you can also trigger Flowmotion by rolling or Air Sliding into the vertical maypoles around the Square. Spinning around these creates a gravity pull that draws in surrounding enemies for repeat beatings before Sora jumps off. Press **X** to trigger a Flowmotion attack while still spinning around a maypole.



When the Square is clear, you receive the **Zolephant Recipe**. Since you have just fought two or three of these big boys, you'll clearly see the benefit of attempting to create one of these Spirits as soon as possible! Move north into the cathedral.

ROBBING NOTRE DAME

Search the ground floor of the Nave for treasure chests, then use the Faithline orbs, starting from the dais at the north end of the cathedral, to reach the upper balconies, where more items lie. Reality Shift to cross the gaps between balconies, or have Sora jump and Air Slide if the distance is small enough. Drop to the ground floor and use the stairs in the southwest corner to reach the roof. Move around to the back of the east facing side of the west Bell Tower to enter it.

After meeting up with Quasimodo, Esmeralda, and the gargoyles, Sora faces the exit. Before leaving, jump to the upper levels of the Bell Tower to use a save point and collect several items. Reaching the highest levels requires activating Flowmotion to swing around a horizontal pole, jump into a vertical wall a few feet away, and then leap immediately to land on a platform above.



Finally, proceed into the large eastern courtyard to find the last big yellow flower bouncing around the well. It does not summon subordinates, and taking it out unseals the eastern exit. Clearing the area of plant enemies allows "regular" Dream Eaters to appear at their normal spawning spots. Use the Faithline orbs throughout the area to reach items on rooftops to the southwest and southeast, as well as on the east side of the highest tower above. Proceed through the eastern gates to the Bridge.



THE FLORIST SHOP REVOLT



When you've finished scavenging inside the cathedral, return to the Square and then the Town area. Sora can jump down from the cathedral roof to the Square, as a shortcut. Once you have made your way to the Town area and witnessed a short event, Sora's starting point becomes cordoned off by flower Dream Eaters. The plant-like barricades

are controlled by three large enemies encountered in three separate sections of the widespread Town area. These "big flowers" are also capable of summoning replacements and reinforcements, and cause poison spore-spraying plants to grow, so eliminating them should be your top priority. Go directly after the big yellow Dream Eater in the first area and lock on to it to make this task easier. Be mindful of the poison spore flowers, which cannot be destroyed, and perform Dodge Rolls or Air Slides to get Sora away from them quickly. Avoid fighting enemies near these poisonous stems.

Eliminating the first big flower removes the "vines" blocking a market stand in the southeast corner of the middle segment of the area. Run directly there, avoiding all other enemies and poison spore flowers in the middle area. Jump onto the roof of the market stand to bounce high up to the rooftops. Turn to Sora's left and cross the roof and battlements to the northeast. Drop down the levels and ledges beyond until you reach a patio at the top of two staircases, where a chest on the left contains **Confetti Candy**. Drop into the courtyard below, where blue flower Dream Eaters appear. Target and take out the largest of these quickly. The big blue flower tends to remain near the poison spore flowers more often than the previous yellow one, so use projectile spells like Fira and Blizzard to blast it from a distance. Defeating the big blue flower uncovers the chest containing a **Troubling Fancy** to the west.



OVER THE BRIDGE AND THROUGH THE OUTSKIRTS

Cross the Bridge, taking out Dream Eaters and smashing obstacles in your path. The exit inside the first tower is blocked by a wagon and exploding barrels; strike the wagon several times to move it out of the way, since the detonating barrels could damage Sora. Slide through the second tower quickly using the Faithline orbs. Proceed north to the Outskirts.



Smash the large scaffold structures blocking the streets in the Outskirts area. Search the area for treasure chests, including two in the separate area to the south. Afterward, return north and go east to the exit leading to the Graveyard Gate.



TRICKS AND TRAPS OF THE TUNNELS

Head east, save your game at the save point, then enter the graveyard. Open the three treasure chests, defeat the enemies, and jump into the open sarcophagus at the base of a mausoleum in the northeast corner. Sora drops into the Tunnels below ground. Proceed east and then north into the next chamber. The large cave to the east is filled with a toxic and dangerous liquid. Backtrack to the previous room and go south into a long chamber. Your Spirits lead you to the southeast corner of the room where the wall is weak; strike the wall to break it down. This path takes you into the large cave on a higher level, to a ledge where you can see the source of the ooze. Reality Shift using the Faithline orb and zip across the upper area to the other side. Take out the Dream Eaters appearing and smash the overflowing goblet to drain the cave below of toxic ooze.



After collecting items on the upper ledges, drop to the ground and examine the north wall near the large pillar in the middle of the area. Destroy a large stone slab to gain access to a treasure chest containing a **Noble Fantasy** Dream Piece. Almost directly across from the entrance to this room is another destructible stone slab behind which Sora can find a treasure chest containing the **Sleepra** spell.



Move to the east wall, where your Spirits detect a fake brick wall. Examine the brick wall to find a weak spot and break through it to continue to the southeast exit.

THE OLD GRAVEYARD AND THE CATACOMBS

Continue southeast through the Old Graveyard, stopping to take out a large group of enemies in the center. Don't miss the **Drop-Me-Not** in the chest to the north, and then drop into the open grave in the southeast corner. Proceed through the Catacombs tunnel, then drop into a large chasm and defeat a group of Dream Eaters. Afterward, find the small hidden cave in the southwest corner of the area, where a chest contains the **Fire Windmill** command.



Proceed through the other tunnel in this area to come out in another toxic ooze-filled chamber. Ignoring the enemies appearing in the muck, quickly hop up the ledges to Sora's left and use the Faithline orbs to zip over to the central ledge, where another overflowing goblet sits. Smash the goblet to drain the room below, then drop down and take out

all the adversaries. One of the higher ledges in this room is not connected by a Faithline orb. Jump from the large platform in the middle of the area to reach it as well as the treasure chest located on it, containing a **Drop-Me-Not**. Also, don't miss the hidden chamber on the ground floor to the southeast, where a chest contains the **Toximander Recipe**.

Your Spirits will lead you to a fake brick wall in the northeast corner of the chamber. Destroy the wall and proceed into the dry east corridor. At the end of the corridor, Flowmotion up to the ledge lining the west wall and collect the **Royal Cake** inside the treasure chest. Travel through the eastern exit to find the Court of Miracles.

HIDDEN TREASURES OF THE COURT OF MIRACLES

Esmeralda waits in the center of the area. Before speaking with her, search the rest of the area for items. Strike the various wagons around the area to shake loose extra munny. Make use of the shop and save point and don't miss the **Thunder Dash** command in the chest on the raised platform to the northeast; Flowmotion ride across a purple sash to reach it.

Speak to Esmeralda when ready. Doing so triggers a horrible series of events that culminates in the Square outside Notre Dame, which has been set aflame by Judge Frollo and his hideous Wargoyles.





WARGOYLE

Base HP	416.8
Base Attack	15.5
Base Magic	12.5
Base Defense	7.2
EXP Multiplier	0

With the area cleared of maypoles and Faithline orbs, your options for Flowmotion are limited. The best idea is to hide Sora among the tents to the southwest and goad the Wargoye into pursuing him there, so that Flowmotion attacks can happen regularly.

The Wargoye is a tough opponent, with attacks from range and up close that can do severe damage, so rotate your commands to ensure that Potion and Cura are readily available. Use lock-on to easily keep track of its whereabouts at all times. The boss has several attacks that will leave it vulnerable for a short time, including a flaming spin attack that inflicts multiple hits of damage and is nearly impossible to block. The only warning is when its arms cross and glow briefly before launching the attack, usually from a distance. With decent timing, it is possible to roll Sora toward the Wargoye, and position him below the spinning arms and close enough to the body to attack with combos or spells. Follow Wargoye as it spins away.

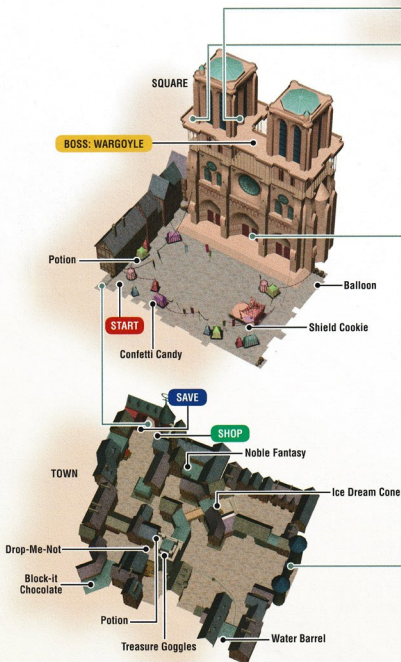
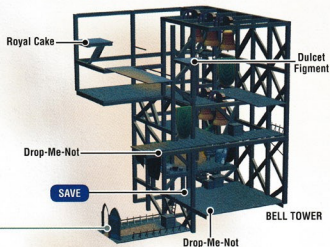
The best part of the spinning arm attack is that Wargoye becomes very dizzy afterward, and it falls to the ground. While it lays prone, approach and attack with Flowmotion, spells, and special attack commands. There is only time for a few attacks before it recovers, so make them count. Retreat before it rises to avoid taking damage.

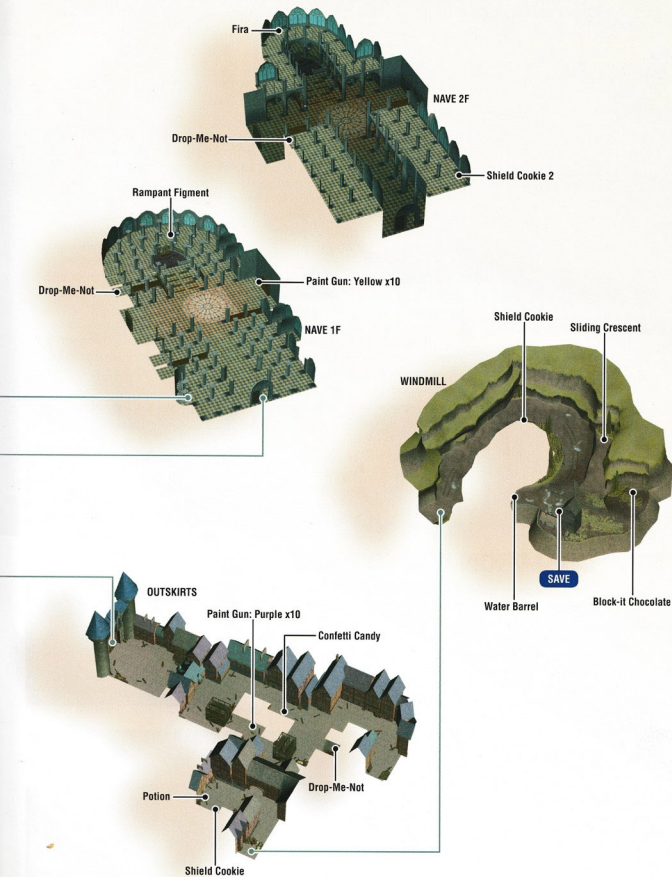


When Wargoye begins smashing its flaming arms into the ground repeatedly. Dodge Roll or Air Slide to either side of the creature and try to hit it once or twice before it turns and attempts to hammer Sora again. Wargoye may lose its balance and fall after one of these strikes, similar to the flaming spin attack. Frankly, if you have trouble countering these moves, you're better off moving Sora away from Wargoye, since retreating goads the creature into returning to spinning arm attacks that are more easily avoided. Sora receives the **Guardian Bell** Keyblade after the battle, which can be equipped soon afterward.



RIKU MAPS







La Cité des Cloches: RIKU



DIVE MODE: RIKU

A Rank Prize: **Water Barrel**

Goal Ring Opens: **Defeat Queen Buzzerfly**

Ranking Data

CLEAR RANK MULTIPLIER DETERMINATION

CLEAR TIME	MULTIPLIER
1:30:00 or less	x1000
1:30:01 - 2:30:00	x500
2:30:01 - 3:30:00	x100
3:30:01 - 4:30:00	x50
4:30:01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
140,000 or more	A Gold Diver
70,000 - 139,999	B Silver Diver
69,999 or less	C Bronze Diver

The sole objective of this dive is to defeat a powerful boss, Queen Buzzerfly. The only way to achieve the desired clear time and score is by avoiding all attacks, from both the boss and her sidekicks, and attacking fervently whenever an opportunity arises. For the first several seconds, your only option is to dodge the projectile attacks of the Queen and her four hovering drones. Press **Y** to spin away from purple homing missiles. The drones soon glow and rotate, indicating their intent to fly in for attack. Dodge all four drones. Queen Buzzerfly then releases pollen to lure them all back, at which point they are valid targets for elimination with Diving Strikes. Knock all the drones out quickly and accurately to achieve a chance to strike Queen Buzzerfly in her weak spot at the head. Continuously press **A** to hit her weak spot multiple times in quick succession. Even with her twitching and possibly firing homing missiles between your attacks, you should be able to knock off a full HP bar of her health. At that point, four new drones fly into place, and you must repeat the same strategy again to win. Only a perfect fight with few or no hits sustained enables scoring the highest rank. When the goal ring opens, collect some prizes floating to the right, and repeatedly use Diving Strike attacks to accelerate to the finish point before extra time accrues.



A NEW CHAMPION FOR GYPSIES

Ever the right guy, in the right place, and at the right time, Riku saves Esmeralda from Judge Frolo and Captain Phoebus. After the event, search the Square for items in chests. Moving through the center of the area causes Dream Eaters to appear. Roll or slide into maypoles to trigger Flowmotion attacks. Also, move to any of the Faithline orbs floating around the area and press **Y** + **A** to trigger Reality Shift. Draw a line between orbs or several lines between several points to create a path for Riku to slide along in Flowmotion. While sliding, press **A** to warp off the Faithline and execute a Flowmotion attack against nearby enemies. By connecting Faithline points with enough lines to create a shape on the Touch Screen, you create a loop that Riku laps repeatedly.

NAVE INTERIOR

When finished in the Square, enter the cathedral through the front doors. Riku meets Quasimodo, who says that Judge Frolo is out attending to business in the Outskirts. After the scene, Riku faces the exit. However, there are benefits to exploring the Nave. To reach the upper level, approach any of the Faithline orbs near ground level and Reality Shift. Draw a Faithline between orbs on the lower and upper levels. Use the same mechanic to cross the large gaps between the balconies. Use the stairs in the lower west corner of the Nave to reach the roof, and from there, you can access the Bell Tower interior and more treasures. Collecting a few items is worthwhile before leaving Notre Dame to go look for Frolo.



**A HOPPING GOOD CHALLENGE!**

Approach the dais at the north end of the Nave and speak to the crowned frog waiting there. This is Lord Kyroo, who presents a special challenge for Sora's and Riku's separate efforts combined. Speak with him and accept his challenge. Ignoring all other Dream Eaters appearing, lock on to

Lord Kyroo and attack him repeatedly until he vanishes after roughly 75 seconds. He has 12 HP bars, so you certainly won't defeat him on the first encounter. Lord Kyroo then appears to Sora in Prankster's Paradise, and then to Riku again in Symphony of Sorcery before returning to the Nave in La Cité des Cloches. He does not recover lost HP between encounters, but defeating him still requires multiple encounters. Doing so earns you Max HP +20, a Link Boost as a Drop Bonus, and the **Lord Kyroo Recipe**.

Ribbidy bibbit! (I challenge thee!)
Uh, I'll pass...
You're on!

**ENTER WARGOYLE!**

Use Faithlines throughout the Town area to reach treasures in high places, as marked on the maps in this section. Then proceed through the east doors to the Bridge. A winged version of the Wargoyles appears in the sky and fires giant blasts at Riku. The creature hovers in the sky above, launching a salvo every few seconds. Landing spots for Wargoyles' blasts appear briefly on the ground just before impact, providing a small warning but enough for Riku to Dodge Roll away. Move around obstacles and avoid fighting Dream Eaters in the open, which leaves Riku open to bombardment. Avoid striking steel exploding barrels in the area; if you do strike them, quickly move away to avoid subsequent blasts.



The doorways to the two towers along the Bridge are blocked. The first is barred by a stack of barrels that you must strike several times to smash through. Lead Dream Eaters in pursuit into the tower interior, where Wargoyles's bombs cannot easily reach. The exit doorway of the tower is blocked by a wagon and exploding barrels: strike the wagon to knock it out of the way, then strike the barrels until they turn red, and continue running, leading any pursuing enemies directly into the blast.

Roughly halfway up the second Bridge section is a Faithline orb; move to this and activate Reality Shift to glide into the next tower safely. Cross the last section quickly by rolling or sliding into tents and maypoles to trigger Flowmotion.



SMASH THROUGH THE OUTSKIRTS!

Crossing the Bridge doesn't mean Wargoyles are finished raining on your parade; the flying monster continues bombarding Riku every few seconds. Use Flowmotion attacks to quickly smash through scaffold structures blocking street traffic, or use Faithline orbs to the north to fly over the obstacle and then south. Race directly to the southeast exit; better opportunities to explore here and collect treasures become available later.



INSTALL SONIC IMPACT

Following a brief event at the Windmill, the **Sonic Impact** ability is obtained. Riku can now execute an extra attack by pressing **Y** a second time during an Air Slide. Save near the building, then make your way back to the exit on the east side while opening the various treasure chests and wrestling with Dream Eaters that appear. The chest directly south of the building contains the **Sliding Crescent** ability. Equip this by pressing **START** to open the main menu, then choose Command Deck.

Select the Action Commands side of the screen, and then scroll down to either the Sonic Impact or the Air Slide ability. Directly below Sonic Impact or Air Slide, you'll see a connected slot; move the cursor to either of these slots and press **X** to select it. Then select Sliding Crescent from the right side of the screen and equip it in the slot; it appears under both Sonic Impact and Air Slide, indicating that the Sliding Crescent can be triggered from either move. This changes Riku's standard Air Slide into a two or three-move combo. Practice Sliding Crescent on enemies appearing as you make your way back to the Outskirts.



PARIS IS BURNING

Collect items and defeat enemies across the Outskirts and Bridge. Be sure to save your game in the Town area near the exit to the Square. Returning to the cathedral area, Riku finds that Frollo has been using his Wargoyles to destroy the city. Enter the cathedral and then head for the stairs to the southwest, which lead up to the rooftop.



WARGOYLE

Base HP	322.5
Base Attack	14.5
Base Magic	12.5
Base Defense	7.2
EXP Multiplier	0



The battle begins with Wargoyles hovering in the sky just off the side of the cathedral. Riku can remain airborne in the same area, held aloft by air escaping from the flames below. Run to the ledge and jump over the side to enter perpetual flight mode. At long range, Wargoyles unleashes a barrage of projectiles, so close the distance between the roof's edge and Wargoyles quickly using Air Slide followed by Sliding Crescent attacks. Lock on to Wargoyles as soon as possible to make camera control easier. At close range, Wargoyles attacks by spinning and punching, which are easier to avoid than the projectile barrage simply by pressing **V**.



This boss has two close range rush attacks that are difficult to avoid. When Wargoyles's body appears covered in flames or purple energy, Air Slide the opposite way as quickly as possible. Successfully avoiding these rushes can provide an opportunity to unleash several uninterrupted attacks. If Wargoyles seizes Riku and flings him to the back of the cathedral roof, use a Cure spell or Potion upon landing and then immediately return to the air.



Occasionally, Wargoyles moves back over the roof of Notre Dame. Pursuing it there forces Riku to land, and Wargoyles attempts to take advantage by performing a barrel roll attack. This is difficult to avoid due to its large body size. Simply stay at a distance to avoid the barrel roll, and wait for Wargoyles to bring the battle back to the air.

After inflicting enough consecutive damage to Wargoyles, the creature becomes tired momentarily, during which time a Reality Shift attack is possible. Another opportunity to Reality Shift comes when Wargoyles's HP is low enough to finish it off. Riku receives the **Guardian Bell** Keyblade for defeating this terrible foe, which can be equipped the next time you open the main menu.



Sora Portal Information

TYPE	NO.	BATTLE RANK	OP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	17	2	45	Lofly Fantasy, Dulcet Fantasy, Noble Fantasy	Land at least 10 attacks while linked!	Treasure Goggles	KO Kabuto
Battle	12	2	15	Noble Fignent, Rampant Fantasy	Land at least 10 attacks while linked!	Block-it Chocolate	---
Battle	15	2	15	Lofly Fignent, Troubling Fantasy	Take damage no more than two times!	Ice Dream Cone	---
Battle	26	2	15	Wondrous Fignent, Noble Fantasy	Block at least three enemy attacks!	Shield Cookie	---
Friend	3	2	---	---	---	---	---
Friend	23	2	---	---	---	---	---
Special 2	4	2	45	Lofly Fantasy, Dulcet Fantasy, Noble Fantasy	Achieve victory without using ① commands!	Treasure Goggles	Yoggy Ram
Battle	5	2	15	Troubling Fignent, Noble Fantasy	Achieve victory in 20 seconds or less!	Shield Cookie	---
Battle	15	2	15	Lofly Fignent, Troubling Fantasy	Take damage no more than two times!	Ice Dream Cone	---
Battle	20	2	15	Fleeting Fignent, Lofly Fantasy	Pull off at least three Flowmotion Attacks!	Block-it Chocolate	---
Battle	22	2	15	Fleeting Fignent, Rampant Fantasy	Achieve victory without using ① commands!	Ice Dream Cone	---
Friend	9	2	---	---	---	---	---
Special 3	10	2	45	Lofly Fantasy, Dulcet Fantasy, Noble Fantasy	Block at least three enemy attacks!	Treasure Goggles	KO Kabuto, Yoggy Ram
Battle	2	2	15	Wondrous Fignent, Lofly Fantasy	Pull off at least three Flowmotion Attacks!	Confetti Candy	---
Battle	21	2	15	Dulcet Fignent, Dulcet Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate	---
Battle	26	2	15	Wondrous Fignent, Noble Fantasy	Block at least three enemy attacks!	Shield Cookie	---
Friend	7	2	---	---	---	---	---
Friend	16	2	---	---	---	---	---
Special 4	24	2	55	Malleable Fantasy	Pull off at least three successful counters!	Treasure Goggles	KO Kabuto
Battle	1	2	15	Wondrous Fignent, Troubling Fantasy	Achieve victory in 20 seconds or less!	Ice Dream Cone	---
Battle	8	2	15	Fleeting Fignent, Dulcet Fantasy	Pull off at least three Flowmotion Attacks!	Confetti Candy	---
Battle	27	2	15	Fleeting Fignent, Lofly Fantasy	Take damage no more than two times!	Block-it Chocolate	---
Friend	18	3	---	---	---	---	---
Special 5	13	2	55	Malleable Fantasy	Take damage no more than two times!	Treasure Goggles	KO Kabuto, Yoggy Ram
Battle	1	2	15	Wondrous Fignent, Troubling Fantasy	Achieve victory in 20 seconds or less!	Ice Dream Cone	---
Battle	25	2	15	Wondrous Fignent, Lofly Fantasy	Land at least 10 attacks while linked!	Shield Cookie	---
Battle	27	2	15	Fleeting Fignent, Lofly Fantasy	Take damage no more than two times!	Block-it Chocolate	---
Friend	9	3	---	---	---	---	---
Special 6	6	3	80	Malleable Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Merow Wow
Battle	11	2	15	Wondrous Fignent, Noble Fantasy	Pull off at least three successful counters!	Confetti Candy	---
Battle	14	2	15	Fleeting Fignent, Noble Fantasy	Achieve victory in 20 seconds or less!	Ice Dream Cone	---
Battle	20	2	15	Fleeting Fignent, Lofly Fantasy	Pull off at least three Flowmotion Attacks!	Block-it Chocolate	---
Friend	3	2	---	---	---	---	---

Riku Portal Information

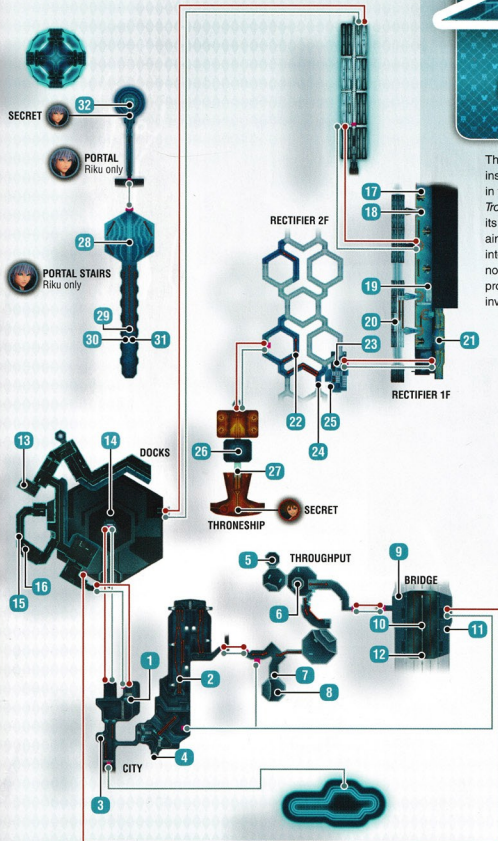
TYPE	NO.	BATTLE RANK	OP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	17	2	45	Lofly Fantasy, Dulcet Fantasy, Noble Fantasy	Land at least 10 attacks while linked!	Treasure Goggles	KO Kabuto
Battle	5	2	15	Troubling Fignent, Noble Fantasy	Achieve victory in 20 seconds or less!	Shield Cookie	---
Battle	12	2	15	Noble Fignent, Rampant Fantasy	Land at least 10 attacks while linked!	Block-it Chocolate	---
Battle	15	2	15	Lofly Fignent, Troubling Fantasy	Take damage no more than two times!	Ice Dream Cone	---
Friend	3	2	---	---	---	---	---
Friend	23	2	---	---	---	---	---
Special 2	4	2	45	Lofly Fantasy, Dulcet Fantasy, Noble Fantasy	Achieve victory without using ① commands!	Treasure Goggles	Yoggy Ram
Battle	5	2	15	Troubling Fignent, Noble Fantasy	Achieve victory in 20 seconds or less!	Shield Cookie	---
Battle	22	2	15	Fleeting Fignent, Rampant Fantasy	Achieve victory without using ① commands!	Ice Dream Cone	---
Battle	29	2	15	Fleeting Fignent, Noble Fantasy	Block at least three enemy attacks!	Confetti Candy	---
Friend	9	2	---	---	---	---	---
Friend	19	2	---	---	---	---	---
Special 3	10	2	45	Lofly Fantasy, Dulcet Fantasy, Noble Fantasy	Block at least three enemy attacks!	Treasure Goggles	KO Kabuto, Yoggy Ram
Battle	2	2	15	Wondrous Fignent, Lofly Fantasy	Pull off at least three Flowmotion Attacks!	Confetti Candy	---
Battle	21	2	15	Dulcet Fignent, Dulcet Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate	---
Battle	26	2	15	Wondrous Fignent, Noble Fantasy	Block at least three enemy attacks!	Shield Cookie	---
Friend	16	2	---	---	---	---	---
Friend	30	2	---	---	---	---	---
Special 4	24	2	55	Charming Fantasy	Pull off at least three successful counters!	Treasure Goggles	KO Kabuto
Battle	8	2	15	Fleeting Fignent, Dulcet Fantasy	Pull off at least three Flowmotion Attacks!	Confetti Candy	---
Battle	28	2	15	Troubling Fignent, Lofly Fantasy	Pull off at least three successful counters!	Shield Cookie	---
Battle	32	2	15	Wondrous Fignent, Vibrant Fantasy	Block at least three enemy attacks!	Confetti Candy	---
Friend	18	3	---	---	---	---	---
Special 5	13	2	55	Charming Fantasy	Take damage no more than two times!	Treasure Goggles	KO Kabuto, Yoggy Ram
Battle	1	2	15	Wondrous Fignent, Troubling Fantasy	Achieve victory in 20 seconds or less!	Ice Dream Cone	---
Battle	25	2	15	Wondrous Fignent, Lofly Fantasy	Land at least 10 attacks while linked!	Shield Cookie	---
Battle	27	2	15	Fleeting Fignent, Lofly Fantasy	Take damage no more than two times!	Block-it Chocolate	---
Friend	31	3	---	---	---	---	---
Special 6	29	3	80	Charming Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Merow Wow
Battle	11	2	15	Wondrous Fignent, Noble Fantasy	Pull off at least three successful counters!	Confetti Candy	---
Battle	14	2	15	Fleeting Fignent, Noble Fantasy	Achieve victory in 20 seconds or less!	Ice Dream Cone	---
Battle	20	2	15	Fleeting Fignent, Lofly Fantasy	Pull off at least three Flowmotion Attacks!	Block-it Chocolate	---
Friend	7	3	---	---	---	---	---



The Grid

PROGRAM,
IDENTIFY

The Grid is the digital world inside a computer appearing in the movies *Tron* (1982) and *Tron: Legacy* (2010). Though its creator, Kevin Flynn, aimed to make this world into a utopia, the system is now under the control of the program CLU, which plans to invade the real world...





The Grid

THE LOCAL CHARACTERS

Sam

Kevin Flynn's son. A message, supposedly from his father, led him into The Grid, where the two were reunited for the first time in 20 years.



The last of the ISOs, a new life form that manifested in the digital realm. She has always stuck by Flynn.

Quorra



Flynn

Sam's father, Kevin Flynn. Twenty years ago, he was trapped inside The Grid. His disc is the key to reopening the Portal back to the real world.





Guards

Programs that have been repurposed to protect CLU. They also seek out unidentified programs in the system and force them to fight in the Games.



A program Flynn made to look just like him. CLU's original purpose was to help expand The Grid, but the emergence of the ISOs provoked him to usurp control.

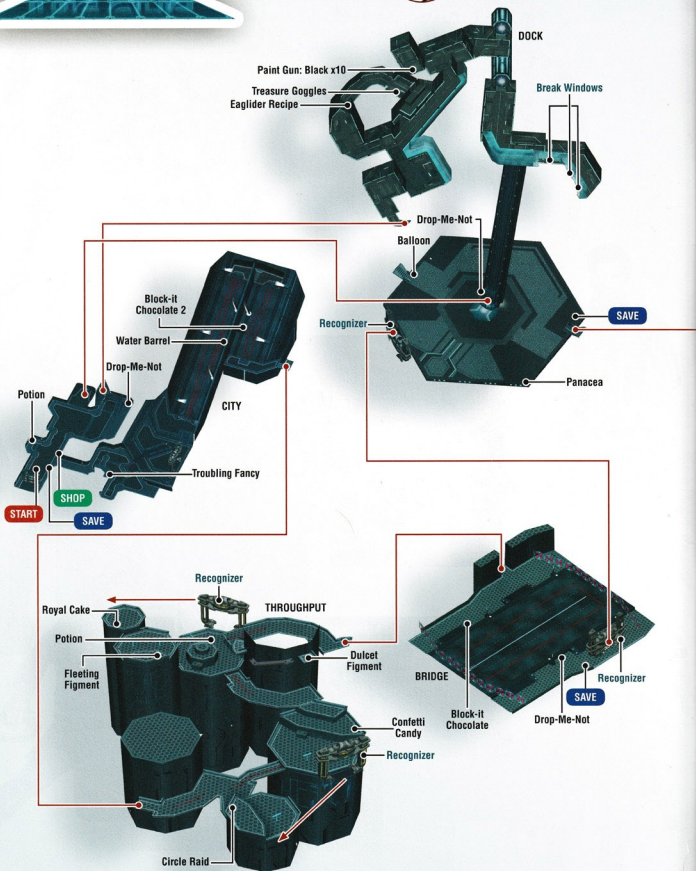
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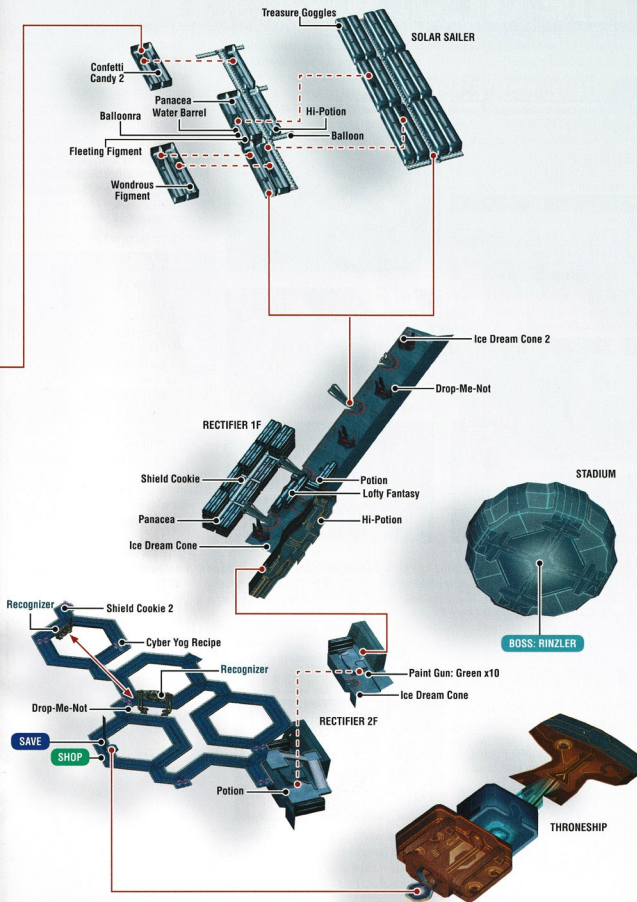


Rinzler

A hostile program formerly known as Tron. CLU wiped Tron's memory when he changed his code.









The Grid: SORA



DIVE MODE: SORA

A Rank Prize: Treasure Goggles

Goal Ring Opens: Defeat Brawlamari!

Ranking Data

CLEAR RANK MULTIPLIER

CLEAR TIME	MULTIPLIER
1:25:00 or less	x1000
1:25:01 - 2:10:00	x500
2:10:01 - 3:00:00	x100
3:00:01 - 4:00:00	x50
4:00:01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
100,000 or more	A Gold Diver
50,000 - 99,999	B Silver Diver
49,999 or less	C Bronze Diver



Sora must defeat Brawlamari quickly to achieve the x1000 multiplier, thereby scoring high enough to achieve the Gold Diver A Rank.

Initially, the boss remains out of reach, attacking by extending its arms and then by inhaling a meteor and spitting it at Sora. Easily avoid both attacks by steering with the Circle Pad alone, but in the second instance, you can smash the meteor to obtain extra HP balls. After the first two attacks, Brawlamari erects an energy shield and flies toward Sora. With the right timing, you can press **○** to Aerial Brake and avoid taking any damage.

Approaching with the energy shield attack weakens the boss momentarily, leaving it within attack range. Focus on one of the glowing gems as the target; strike the gem repeatedly to destroy it and reduce Brawlamari's HP by half.

The creature uses different attacks in the second half of the battle, including firing four slow-tracking lasers, a cloud of orbs, and possibly a double tentacle blade swipe. You can easily avoid all of these by steering with the Circle Pad alone, or by using the **Y** Dodging Deflect. Avoid the energy shield charge again, then take out the other gem. Attack repeatedly to accelerate to the goal ring, collecting the only cluster of prizes along the way.

THE SYSTEM HAS CHANGED

Check the nearby shop for new items, buy any recipes now available, and save your game. There is an invisible barrier to the north preventing you from reaching several chests, as well as an elevator shortcut to the Docks. This route is off limits until you've cleared this world as Sora and returned from the World Map.



Proceed east into a huge chamber and take out the Dream Eaters that appear. At first, enemies are recognizable from previous areas, with Tron-like makeovers. But as you fight other enemy groups, you'll encounter foes that retract into their shells for a time, making them invulnerable for brief periods. The best way to handle such adversaries is by attacking other enemies, using magic-based attacks, or using Flowmotion attacks. Shielded enemies are still vulnerable to attack from behind. Also, make use of the light posts in the area to launch spinning Flowmotion attacks.



CONTROL YOUR ENEMIES WITH REALITY SHIFT!

Reality Shift markers that appear on weakened foes provide an opportunity to make enemies self-destruct, attack other adversaries, or spew out extra prizes. Initiate Reality Shift and use your stylus to touch the letters and words appearing amid the code lines on the Touch Screen. Sets of words that form commands are color-coded, such as Switch Target, Moving Spark, and Prize Box. Touch any two words of the same color to override enemy programming. The Moving Spark program is extremely effective at taking out multiple enemies in the area. Only certain Dream Eaters in a weakened state provide this opportunity.



RIDE THE RED RAILS

When clear, have Sora hop onto either of the red tracks running up the short slope. Sora enters Flowmotion and flies directly up to the top. Ascend the ramp up one more level, take out an enemy group, and leap onto the right rail. Roughly halfway up the slope, Sora passes a platform with a chest; jump off to the right to land on it, or slide down to it. Open the chest to obtain a **Water Barrel**, then hop back on a red track and continue sliding to the top. Take out a group of enemies appearing on



the rise, then move over to the east side of the slope and slide down the right track. Jump off to the right to land on a platform with another chest, this time containing a **Block-It Chocolate 2**. Slide to the bottom of the room and proceed to the next area.

THROUGHPUT DANGERS

Battle enemies and search the platforms for items in the Throughput. Recognizers at two locations are programmed to fire at Sora. Avoid their slow-moving laser beams, approach the parked craft, and Reality Shift. Reprogram the Recognizers by tapping the letters of the word "TRANSPORT" with the stylus as they appear on the Touch Screen. If desired, examine the Recognizer again to hitch a ride to another point in the Throughput, as detailed on the maps in this section.



Exploring the southern platform triggers an event where Sora is nearly captured. Afterward, Guards appear in all areas, attempting to block Sora's path. These are extremely agile and dangerous foes that wield laser batons, throw exploding bombs, can fly, and can take Sora's health down rather quickly. Eliminate them with Flowmotion attacks, spells, and special abilities as swiftly as possible. Treat each attacker as a very minor boss, and you'll keep Sora alive longer. The **Circle Raid** command, available in the southern most section of this area (accessible via Recognizer transport), certainly helps; equip it in your Command Deck immediately.

CLU EXPLAINED

Exit the Throughput to the northeast to rendezvous with Sam, his dad, and Quorra. Following the scenes, you obtain the **Counter Rush** command. This allows Sora to attack immediately after blocking an enemy blow. Make sure to equip this under the block command in the Action Commands list of your Command Deck, and start practicing blocking blows and Counter Rushing immediately afterward. This skill is **crucial** in an upcoming battle! Next, Sora is on the Bridge, facing a Recognizer. Search the room behind Sora for items, using Flowmotion Slide Dives from the red tracks to dispatch enemies in the area, and use the save point near the ship. Then, examine the Recognizer and choose to travel to the Docks.



DOCK ELEVATOR OUT OF SERVICE

The Docks is a wide area with several treasure chests and a save point along the outskirts. The central elevator will not work until Sora clears this world of its boss, so there is no access to the upper levels. When ready, board the Solar Sailer.

SCOUR THE SOLAR SAILER'S HOLDS

Inside the ship, move south to the bottom of the cargo container while picking up a **Confetti Candy 2** and defeating any Dream Eaters that appear. At the end, turn to the right and look for the opening into the next compartment. Jump through the opening and proceed north through this container. The crates stacked at the top end feature a flashing arrow sign pointing up; jump onto the crates and leap up to the next level.

Dash and dodge to the end of the cargo container, where an automatic turret fires on Sora. Use Reality Shift to reprogram it. As code appears on the bottom screen, use your stylus to tap the words "AUTO DESTRUCT" to make the turret blow up immediately, creating a hole into the next compartment.

Continue searching the compartments throughout this level, and eliminate enemies as they appear. There are two containers to the southeast that Sora cannot enter from the ship's corridor; instead, you must have Sora Air Slide into a wall to initiate Flowmotion and jump onto the top of the ship. Then, he can drop down into these containers through the open rooftop and collect the items within. Make sure to use the Prize Shot program on turrets in the area to collect additional munny, HP balls, and Droplets. Prize Shot can only be used once per turret and some turrets only allow the Auto Destruct program. Proceed to the south end of the ship to arrive at your destination.



CLEAN OUT THE RECTIFIER



Use the maps in this walkthrough to locate the items around the lower level of the Rectifier. The area is bisected by stacked cargo containers that Sora can jump on. There, you'll find a box to stand on near a cargo container that is constantly rising and falling; leap onto the container when it drops to Sora's level. Ride the container up and vault carefully

onto the next container to find a chest containing a **Lofty Fantasy**. Also, board the back end of the Solar Sailer to find several items, as well as a Portal location.



Proceed to the south end of the Rectifier and enter the corridor. Jump onto the low ledge to the left to reach an item chest, and continue through the door at the opposite end to proceed to the second level. Even though this area is called Rectifier 2F, it actually has two levels; search both for items. The second level consists of a series of bridges connected in hexagram shapes, with certain areas blocked off. Make your way over to the save point and shop on the east side of the area while fighting off enemies and opening treasure chests along the way. Roll into the side railings and step on the red strips to initiate Flowmotion attacks. Northeast of the save point is a Recognizer. Use Reality Shift on this Recognizer to gain access to the segregated northernmost section of the map. Here you will find a **Shield Cookie 2** and the **Cyber Yog Recipe**. Examine the Recognizer to return to the main section of the map and head for the save point. Examine the elevator near the save point and select "Okay" to ride it to the next area. After a series of scenes, you must defeat one of the deadliest enemies in the game.





RINZLER

Base HP	337.7
Base Attack	14.0
Base Magic	14.0
Base Defense	6.9
EXP Multiplier	0

The Counter Rush ability is absolutely essential to winning this battle. If you failed to equip it earlier, opt to Exit the Battle and equip it in your ability deck after Sora is wiped out the first time (and he *will* be wiped out!). You'll also want a bevy of healing commands available, so stock up on Potions, Hi-Potions, and Cure commands. If you have been nurturing your Spirits at all, you should have come across at least one that has a Cure command on its Ability Board, such as the Meow Wow—be sure to have those Spirits in your party for the fight. Strike Raid and Circle Raid are also extremely helpful.



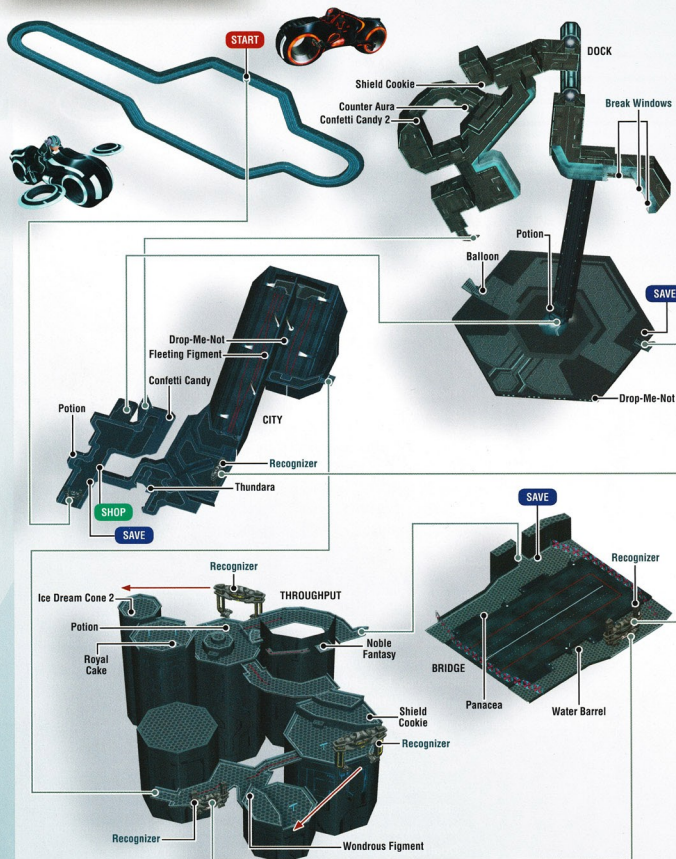
Rinzler is a fast and lethal opponent who usually prefers to run up and slash Sora with his twin discs. While it's possible to have Sora Dodge Roll away from these attacks at the right time and attempt an immediate flank attack, you'll find it far preferable to have Sora block his strikes and immediately Counter Rush. There's little likelihood of hitting Rinzler with the entire combo, so just be happy with a hit or two after the block. Be patient, keep blocking and countering, and you'll win the battle much more easily. Wait until Rinzler

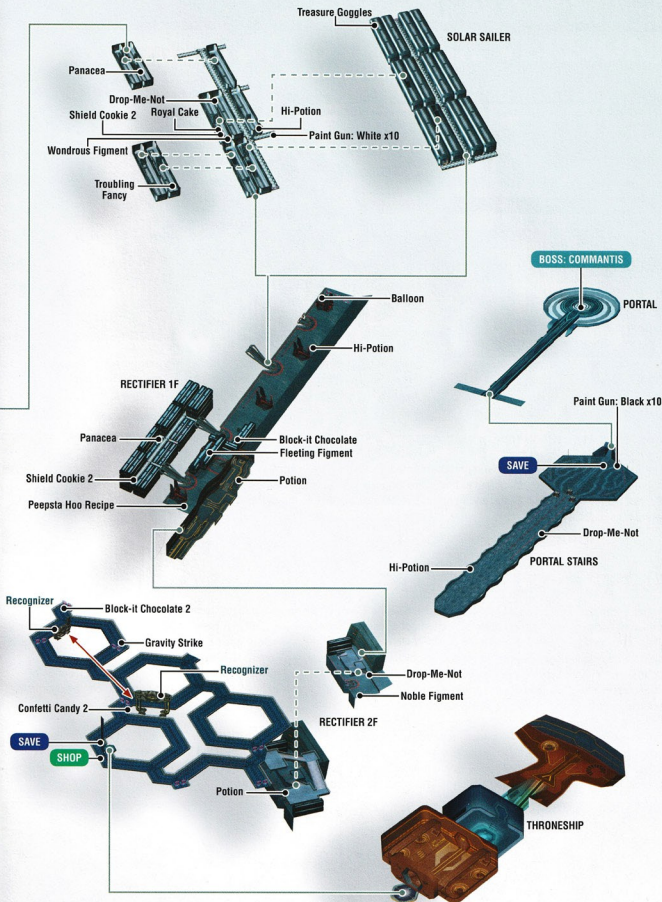
moves in to use Circle Raid, and use Strike Raid if Rinzler runs away to hurl his discs from a distance. By the way, you can easily block or dodge his disc throw attacks.

At certain intervals throughout the battle, Rinzler reverses gravity, pulling himself and Sora up to the ceiling. Much like Confusion status, the controls become reversed, so that the up command on the Circle Pad moves Sora toward the camera, down moves him forward, left moves him right, and right moves him left. However, as stated above, the best way to deal with this situation is to remain still and let Rinzler approach for his twin disc slash attack. Block his slashes and counter immediately. Each time gravity returns to normal, Rinzler will fall from the ceiling, aiming himself at Sora in a powerful attack. This dive attack can be avoided with a well-timed Dodge Roll. When Rinzler's HP is down to the last bar, it is possible to trigger a Reality Shift against him. Spell out "DISC



JAMMER" to effectively slow down Rinzler's attacks for a short time and make him vulnerable to close-range attacks. If pressed to the side of the Stadium, have Sora Air Slide into the invisible walls to launch Flowmotion attacks. Otherwise, remain patient, launch Strike Raid and Circle Raid when you can, and block and counter until victorious. Sora obtains the **Dual Disc Keyblade** before unlocking this Sleeping World.







The Grid: RIKU



DIVE MODE: RIKU

A Rank Prize: **Treasure Goggles** | Goal Ring Opens: **Grab one prize point** before time runs out!

Ranking Data

CLEAR RANK MULTIPLIER DETERMINATION

CLEAR TIME	MULTIPLIER
0:50:00 or less	x1000
0:50:01 - 1:05:00	x500
1:05:01 - 1:35:00	x100
1:35:01 - 2:20:00	x50
2:20:01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
30,000 or more	A Gold Diver
15,000 - 29,999	B Silver Diver
14,999 or less	C Bronze Diver

Attack frequently, even without a target, to dive faster and reach the lone prize as quickly as possible. Start at normal speed for the first few obstacles, and then repeatedly accelerate while staying at the bottom of the level during the Recognizer portion of the Dive. Reach the goal in less than 50 seconds to achieve the multiplier necessary to score 30,000 or more and achieve top rank.



THE NEW KID ON THE GRID

Unlike Sora, Riku is new to The Grid and disoriented upon entry. He is soon captured by a Recognizer and taken to the Arena for participation in the Games. Seated beside him is Sam Flynn, an important person also pulled into the digitized world by accident.



LIGHT CYCLE MECHANICS

In the Arena, Riku must win a Light Cycle battle. Use the Circle Pad to steer the Light Cycle left and right, and press **Y** to switch between a rear-trailing ribbon or front-shooting lasers. Generally, it is best to remain in ribbon mode until enemies pass Riku, then switch to lasers to gun them down. While running the track, indicators warn when foes approach from behind. The best strategy is to begin steering left and right quickly in wide zigzags over the area where the marker appeared; this way, your ribbon might destroy a pursuer before one even appears onscreen. The Touch Screen map also marks the location of challengers immediately in front of and behind Riku, so glance at it if you are able to. Bear in mind that Riku can also jump if enemies are too close in front or to the side of him.

When enemies pass Riku, switch to lasers and hold down **X** to blow them apart. The Light Cycle lasers auto-target the closest adversary, so there's no need to worry about steering to aim unless the target is falling too far behind or accelerating out of range. Occasionally a Recognizer will fly past Riku. This Recognizer cannot be damaged, and simply fires a laser in a straight line down the middle of the track. Avoid this laser and the Recognizer should fly away.





COMMANTIS (ARENA VERSION)



THE GRID

RIKU WALKTHROUGH



At the start of the Light Cycle race's third lap, Commantis flies onto the track and engages pursuit of Riku. Stay ahead of it as long as you can, draining its HP with your trailing ribbon. You should be able to drain a full HP bar or more before it engages a spin attack and flies ahead. Avoid the spin attack by jumping or swerving to the far side of the track.



Switch to lasers and fire them continually to keep damaging Commantis. Unfortunately, this is the only attack available to you for the rest of the encounter. Meanwhile, Commantis executes a variety of countermeasures, such as spreading four bombs on the track, slowing down to chop away with its front legs, or bouncing two blades between the track walls toward your Light Cycle. Swerve or jump to avoid all these attacks, and continue pelting it with laser blasts until it is defeated. Commantis flies off to recharge, but Riku will meet it again later.

EXPLORE THE BRIDGE

Following the Light Cycle race, Riku finds himself back on foot in the Bridge area. Turn around and search the room behind him for items, and use the red tracks to perform Flowmotion attacks against the Dream Eaters that appear. Also note that a Recognizer is on standby across from the save point; examine it to ride ahead to the Throughput or the City areas. This walkthrough assumes that you travel to the Throughput from the Bridge's western exit and do not use the Recognizer as a means of shortcut.

OVERRIDE RECOGNIZERS IN THE THROUGHPUT

After entering the Throughput, Flowmotion onto a horizontal pole just before the end of the first red track to reach a high ledge with a chest containing a **Noble Fantasy**. At several locations, you'll encounter Recognizers programmed to fire on Riku. Avoiding their slow-moving laser beams, move up to the parked ship, and execute a Reality Shift. Reprogram the Recognizers by tapping the letters of the word "TRANSPORT" with the stylus as they appear on the Touch Screen. Afterward, examine either Recognizer again to hitch a ride to another point in the Throughput, as detailed on the maps above. Take the first Recognizer that you come across to the northwest, where a chest on the top platform contains an **Ice Dream Cone 2**. There is also the possibility of a Battle Portal in this area. Then, fight your way back to the middle, cut across the south, and then exit via the southwest door.



SLIDING THE CITY SLOPES

Move to the middle of the tall slope and jump onto the left red track to ride up to the top via Flowmotion. Halfway up the slope, there is a small flat platform on the left with a chest containing a **Drop-Me-Not**; as soon as Riku passes the platform, have him jump off to the left and slide down the slope back to the platform. Collect the item, jump back onto the Flowmotion tracks, and continue to the top. Turn left and move to the other portion of the slope, ride down, and jump off to the left again to land on a platform with another chest, this time containing a **Fleeting Figment**. Resume sliding to the bottom.



The Recognizer on the left provides a shortcut back to the Throughput or Bridge, but backtracking now is not a great idea. Instead, make your way southwest to meet up with Sam. Unfortunately, Flynn's son has no other task for Riku than to sit here and eliminate Dream Eaters. Take out several successive groups of enemies until the screen flashes. After a scene and a flashback, you'll have moved one room over to the west. Eliminate yet more Dream Eaters, raid the two chests in this area, then continue south to use the shop and save point. The Recognizer at the bottom of this area allows Riku to return to the Arena for another round of Light Cycle, if he were so inclined (and Drop Gauge permitting). Otherwise, ascend the north ramp and proceed through the door to the Docks.



TURRETS IN THE DOCKS

Continue into the next large chamber and take out a group of Dream Eaters. Then, head northwest, and at the intersection, go southwest. This route leads to a passage where Dream Eaters appear. A gun turret is also mounted to the wall; move below it and Reality Shift. Tap the red words "AUTO DESTRUCT" to make the turret blow up, tap the purple words "SWITCH TARGET" to make the turret shoot at Nightmares, or tap the green words "PRIZE SHOT" to make the turret shoot Riku with extra HP balls and munny (they can only be programmed this way once). Striking a turret after reprogramming it resets the device to the default hostile mode.



SHORTCUT TO THE COUNTER AURA

Although the corridor appears to be a dead end, have Riku Air Slide into the north wall to initiate Flowmotion and immediately jump; this allows him to reach the rest of the corridor above. The passage leads down into a locked room with a chest containing the **Counter Aura** command. To equip this, open your Command Deck, select the Action Commands side, scroll down to your Block command, and install Counter Aura directly beneath it. Now Riku can attack all surrounding enemies immediately after blocking an adversary's blow.

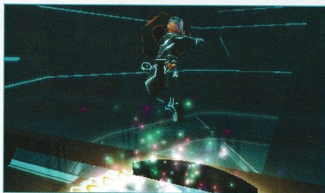


MORE TURRETS TO DESTROY



in this room contains a **Shield Cookie**. You must spell UNLOCK to override the controls in the corner during a Reality Shift to unlock all the locked doors in the Docks area, including the exit to the north.

Enter the newly unlocked area and board the elevator to ride down one level. Proceed around the next corner to encounter Dream Eaters and a couple of turrets mounted to the right-hand glass wall. Both turrets



can only be set to **AUTO DESTRUCT**; do so with both to blow a huge hole in the glass. Jump through the hole to drop into the chamber far below.

FINALLY, THE ACTUAL DOCKS!

The Docks base is a wide area with several treasure chests and a save point along the outskirts. Dream Eater groups appear as Riku moves around. Though there's an elevator here, it does not carry you back up to the top until you've cleared this world for the first time. Proceed to the east stairs and use the save point before boarding the Solar Sailer.



ARRIVAL AT RECTIFIER

The Solar Sailer interior is not available to Riku until he has cleared this world. Instead, after several scenes, the game resumes with Riku having already disembarked at Rectifier 1F. Explore the area to find all the items, including the items on the other Solar Sailer permanently parked here. There is a **Peepsta Hoo Recipe** in the treasure chest located just before you enter the second Rectifier in the southeast corner. Proceed to the exit door to the south, and ascend to 2F.



HEAVILY GUARDED SECOND FLOOR



The second level of the Rectifier features hexagonal interlocking paths, where large sections are blocked off. Further complicating passage are the Guards now patrolling at every intersection. These dangerous foes wield laser batons, throw bombs, and can take down Riku's health rather quickly. Move away from the Guards, initiate Flowmotion by bouncing off opposite railings, and take them out as quickly as possible. Attacks or spells that cause negative status effects also work well. There is a Recognizer firing at Riku just northeast of the save point. Use Reality Shift on the Recognizer to use it as transport to the north section of the map. Here you will find two treasure chests; in one of these chests you will find the

Gravity Strike command. Use the Recognizer again to return to the main map. Make your way to the west side, use the shop and save point, and then board the nearby lift by examining the middle to continue to the Throneship.

RECKONING

Proceed south through the Throneship while taking out all enemies that dare step in Riku's path. Those enemies are five Guards, so be prepared for their onslaught. Continue on to the front of the ship. Following several events, Riku will be standing in the Portal Stairs area. Turn around and head right to collect a **Hi-Potion**. Then, ride the rightmost track up to the midpoint and jump off to collect a **Drop-Me-Not**.



Upon reaching the halfway point of the area, enemies and giant cannons should have appeared at the top end. Ignore the foes and slide all the way up to the cannons. Run behind the line and strike each cannon until Reality Shift becomes available. Then, reprogram the cannons to **SWITCH TARGET**. The cannons then dispatch the enemies for you, leaving Riku well enough alone to proceed. Keep in mind that the **PRIZE SHOT** option will only work if the turret has enemy targets in range. By using **SWITCH TARGET**, Riku will be considered friendly and **PRIZE SHOT** will not work if there are no enemies in the area. Consider defeating the enemies normally and utilizing **PRIZE SHOT** on all three turrets. Use the last save point before entering the Portal. Before heading off to fight the Commantis, it would be wise to equip at least one **Drop-Me-Not** into your Action Deck, since the Commantis' projectiles have the effect of raising your Drop rate if you are near enough to their detonation.





COMMANTIS

Base HP	295.6
Base Attack	14.0
Base Magic	15.0
Base Defense	6.6
EXP Multiplier	0



Vengeful after its humiliation in the Light Cycle race, Commantis is back to settle the score. Spinning like a top out of control, the creature attempts to bump into Riku repeatedly for damage. These attacks provide ample opportunity to use your new Counter Aura ability, provided your blocking is up to par. The real key here is to keep jumping off the ground to avoid its projectile attacks and hitting it in the head.

At half health or less, the creature sags and begins glowing. If permitted, Commantis can store up enough energy to almost fully recharge its HP bar. Approach the prone monster and use Reality Shift. Tap the letters of the words "ENERGY JAMMER" to prevent this recharge. Then you may resume the battle.

Having learned a lesson, Commantis spends the second half of the fight well away from Riku, attempting to hit him with repeated spinning discs and spinning top attacks. Slide to the outer blue edge of the circular area, which functions as a Flowmotion activator. Launch Flowmotion attacks from this surrounding blue line repeatedly. Commantis attempts an energy recharge again when it has only a few points of health remaining; Reality Shift once more to prevent this, and then strike the final blow. Riku obtains the **Dual Disc** Keyblade for his efforts.



THE GRID

RIKU WALKTHROUGH

Sora Portal Information

TYPE	NO.	BATTLE RANK	DP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	1	2	45	Rampant Fantasy, Vibrant Fantasy, Troubling Fantasy	Take damage no more than two times!	Treasure Goggles	Icguin Ace
Battle	9	2	15	Noble Fancy, Lofly Fantasy	Pull off at least three Flowmotion Attacks!	Shield Cookie, Shield Cookie 2	—
Battle	12	2	15	Vibrant Fancy, Dulcet Fantasy	Achieve victory without using ④ commands!	Block-it Chocolate, Block-it Chocolate 2	—
Battle	26	2	15	Noble Fancy, Noble Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate, Block-it Chocolate 2	—
Friend	17	3	—	—	—	—	—
Friend	20	3	—	—	—	—	—
Special 2	6	2	45	Lofly Fantasy, Dulcet Fantasy, Noble Fantasy	Pull off at least three Flowmotion Attacks!	Treasure Goggles	Juggle Pup
Battle	12	2	15	Vibrant Fancy, Dulcet Fantasy	Achieve victory without using ④ commands!	Block-it Chocolate, Block-it Chocolate 2	—
Battle	15	2	15	Rampant Fancy, Dulcet Fantasy	Pull off at least three Flowmotion Attacks!	Ice Dream Cone, Ice Dream Cone 2	—
Battle	19	2	15	Rampant Fancy, Noble Fantasy	Take damage no more than two times!	Shield Cookie, Shield Cookie 2	—
Friend	4	2	—	—	—	—	—
Friend	23	3	—	—	—	—	—
Special 3	13	2	45	Rampant Fantasy, Vibrant Fantasy, Troubling Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Flowerbeemo
Battle	2	2	15	Vibrant Fancy, Dulcet Fantasy	Achieve victory without using ④ commands!	Confetti Candy, Confetti Candy 2	—
Battle	12	2	15	Vibrant Fancy, Dulcet Fantasy	Achieve victory without using ④ commands!	Block-it Chocolate, Block-it Chocolate 2	—
Battle	25	2	15	Noble Fancy, Noble Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate, Block-it Chocolate 2	—
Friend	8	3	—	—	—	—	—
Friend	20	3	—	—	—	—	—
Special 4	21	3	60	Prickly Fantasy	Achieve victory without using ④ commands!	Treasure Goggles	Juggle Pup
Battle	5	3	20	Rampant Fancy, Lofly Fantasy	Pull off at least three successful counters!	Confetti Candy, Confetti Candy 2	—
Battle	7	3	20	Noble Fancy, Noble Fantasy	Land at least 10 attacks while linked!	Confetti Candy, Confetti Candy 2	—
Battle	10	3	20	Vibrant Fancy, Dulcet Fantasy	Pull off at least three successful counters!	Shield Cookie, Shield Cookie 2	—
Friend	23	3	—	—	—	—	—
Special 5	24	3	60	Prickly Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Icguin Ace
Battle	5	3	20	Rampant Fancy, Lofly Fantasy	Pull off at least three successful counters!	Confetti Candy, Confetti Candy 2	—
Battle	16	3	20	Noble Fancy, Lofly Fantasy	Block at least three enemy attacks!	Block-it Chocolate, Block-it Chocolate 2	—
Battle	18	3	20	Rampant Fancy, Dulcet Fantasy	Achieve victory in 20 seconds or less!	Shield Cookie, Shield Cookie 2	—
Friend	8	3	—	—	—	—	—
Special 6	11	4	85	Prickly Fantasy	Block at least three enemy attacks!	Treasure Goggles	Juggle Pup
Battle	3	3	20	Noble Fancy, Noble Fantasy	Block at least three enemy attacks!	Block-it Chocolate, Block-it Chocolate 2	—
Battle	14	3	20	Rampant Fancy, Lofly Fantasy	Take damage no more than two times!	Confetti Candy, Confetti Candy 2	—
Battle	22	3	20	Noble Fancy, Noble Fantasy	Achieve victory without using ④ commands!	Ice Dream Cone, Ice Dream Cone 2	—
Friend	20	3	—	—	—	—	—

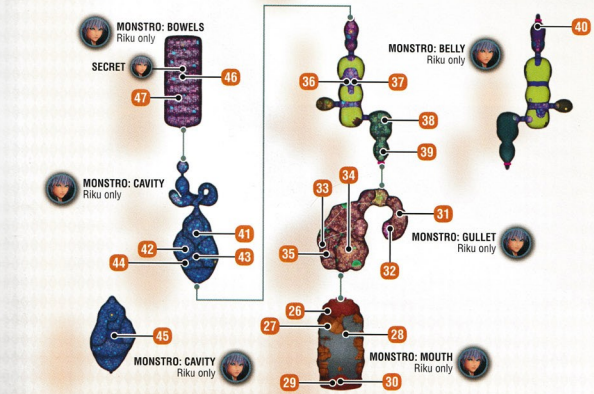
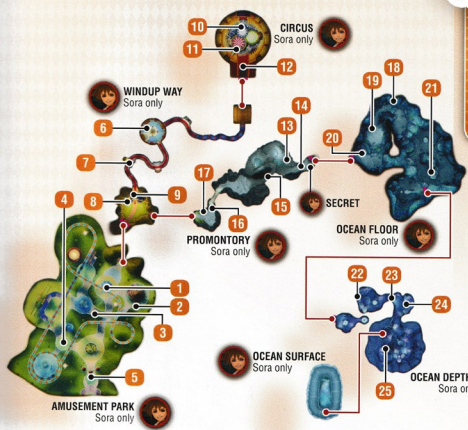
Riku Portal Information

TYPE	NO.	BATTLE RANK	DP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	28	2	45	Rampant Fantasy, Vibrant Fantasy, Troubling Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Juggle Pup
Battle	34	2	15	Noble Fancy, Lofly Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate, Block-it Chocolate 2	—
Battle	46	2	15	Vibrant Fancy, Noble Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy, Confetti Candy 2	—
Friend	38	3	—	—	—	—	—
Friend	44	3	—	—	—	—	—
Special 2	32	2	45	Lofly Fantasy, Dulcet Fantasy, Noble Fantasy	Take damage no more than two times!	Treasure Goggles	Icguin Ace
Battle	26	2	15	Rampant Fancy, Dulcet Fantasy	Take damage no more than two times!	Confetti Candy, Confetti Candy 2	—
Battle	43	2	15	Rampant Fancy, Lofly Fantasy	Land at least 10 attacks while linked!	Ice Dream Cone, Ice Dream Cone 2	—
Friend	38	3	—	—	—	—	—
Friend	47	3	—	—	—	—	—
Special 3	45	2	45	Rampant Fantasy, Vibrant Fantasy, Troubling Fantasy	Block at least three enemy attacks!	Treasure Goggles	Juggle Pup
Battle	39	2	15	Vibrant Fancy, Dulcet Fantasy	Achieve victory without using ④ commands!	Shield Cookie, Shield Cookie 2	—
Battle	46	2	15	Vibrant Fancy, Noble Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy, Confetti Candy 2	—
Friend	29	2	—	—	—	—	—
Friend	35	3	—	—	—	—	—
Special 4	36	3	60	Epic Fantasy	Pull off at least three Flowmotion Attacks!	Treasure Goggles	Icguin Ace, Juggle Pup
Battle	33	3	20	Noble Fancy, Dulcet Fantasy	Block at least three enemy attacks!	Shield Cookie, Shield Cookie 2	—
Battle	42	3	20	Rampant Fancy, Lofly Fantasy	Pull off at least three Flowmotion Attacks!	Block-it Chocolate, Block-it Chocolate 2	—
Battle	46	3	20	Noble Fancy, Dulcet Fantasy	Take damage no more than two times!	Ice Dream Cone, Ice Dream Cone 2	—
Friend	29	3	—	—	—	—	—
Special 5	46	3	60	Epic Fantasy	Land at least 10 attacks while linked!	Treasure Goggles	Icguin Ace
Battle	30	3	20	Noble Fancy, Lofly Fantasy	Block at least three enemy attacks!	Ice Dream Cone, Ice Dream Cone 2	—
Battle	33	3	20	Noble Fancy, Dulcet Fantasy	Block at least three enemy attacks!	Shield Cookie, Shield Cookie 2	—
Battle	40	3	20	Vibrant Fancy, Dulcet Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy, Confetti Candy 2	—
Friend	44	3	—	—	—	—	—
Special 6	41	4	85	Epic Fantasy	Pull off at least three successful counters!	Treasure Goggles	Icguin Ace
Battle	27	3	20	Vibrant Fancy, Noble Fantasy	Achieve victory in 20 seconds or less!	Shield Cookie, Shield Cookie 2	—
Battle	31	3	20	Vibrant Fancy, Dulcet Fantasy	Pull off at least three Flowmotion Attacks!	Ice Dream Cone, Ice Dream Cone 2	—
Battle	37	3	20	Rampant Fancy, Lofly Fantasy	Land at least 10 attacks while linked!	Block-it Chocolate, Block-it Chocolate 2	—
Friend	47	3	—	—	—	—	—



GOOD TIMES WITH STRANGE CONSEQUENCES

Prankster's Paradise is a stage from the film *Pinocchio* (1940), including the amusement park and circus that all children love. But children who give in to temptation, ignore warnings, and play here too long are turned into donkeys. The amusement park is near the sea where the giant whale Monstro lives.





Prankster's Paradise

THE LOCAL CHARACTERS



A wooden puppet Geppetto made. The Blue Fairy breathed life into him and appointed Jiminy his conscience. Pinocchio's nose grows every time he lies, but he is trying to be good so he can become a real boy.

Pinocchio



Jiminy Cricket

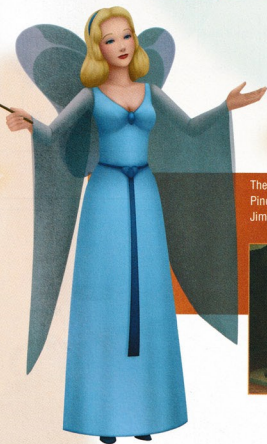
A faithful friend whom the Blue Fairy has appointed as Pinocchio's conscience.





Geppetto

Pinocchio's father. He went out to sea to find his son but was swallowed, boat and all, by Monstro the whale. Inside Monstro, he was reunited with Pinocchio, and they all made it out safely.



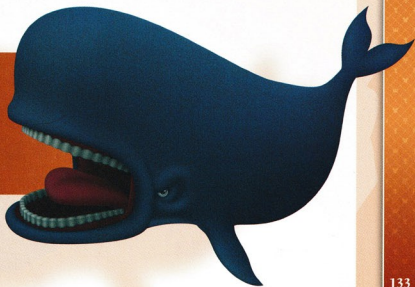
The fairy who gave life to Pinocchio and appointed Jiminy as his conscience.

The Blue Fairy



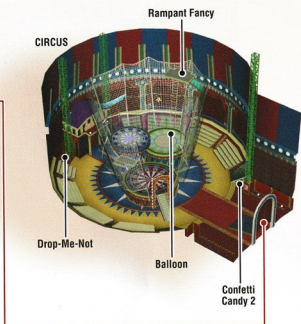
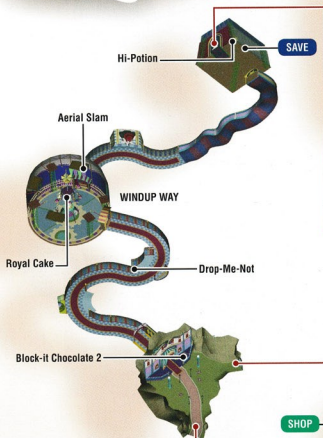
Monstro the Whale

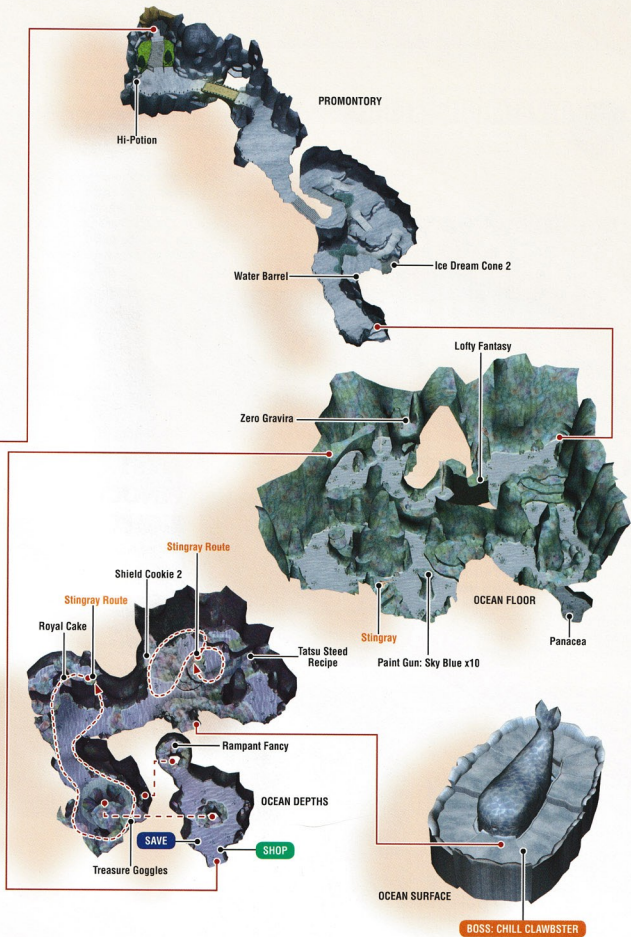
A giant whale that lives at the bottom of the sea. His mouth is huge, letting him swallow up anything.





SORA MAPS







Prankster's Paradise: SORA



DIVE MODE: SORA

A Rank Prize: **Balloonra**

Goal Ring Opens: Pop 150 Balloons before time runs out!

Ranking Data

CLEAR RANK MULTIPLIER

CLEAR TIME	MULTIPLIER
1:15:00 or less	x1000
1:15:01 - 1:30:00	x500
1:30:01 - 2:00:00	x100
2:00:01 - 2:45:00	x50
2:45:01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
400,000 or more	A Gold Diver
190,000 - 399,999	B Silver Diver
189,999 or less	C Bronze Diver

Steer Sora toward balloons, and touch the balloons to pop them. Continuously perform Diving Strikes to accelerate throughout the dive while positioning Sora in front of balloon clusters. Speed is more important than making sure that every balloon is popped. Collect the striped balloon to enable the Laser Spin attack. By firing this attack at the right time, while Sora is headed into the final giant cluster of balloons, you'll create two spinning orbs that pop the surrounding balloons while Sora dives through the middle.



AMUSEMENT PARK

Jiminy Cricket explains that unless Pinocchio is found and led away from the amusement park, he'll become a donkey like all the other boys who played here too long. Though the animated puppet is spotted heading north, take time to investigate new recipes and items available at the Moogle shop (especially Confusing Strike and Esuna) and use the save point. Collect items from treasure chests in the south section of the park, and defeat any Dream Eaters that appear. Proceed north.



FIRST PINOCCHIO SIGHTING

Heading directly north through the center of the park triggers a scene where Jiminy and Sora think they've caught up to Pinocchio, but it turns out to be a fake. Defeat all the Dream Eaters that appear and you'll receive the **Jestabocky Recipe**.



BURST YOUR ENEMIES' BUBBLE!

As explained during the brief tutorial regarding Reality Shift, look for Reality Shift icons on weakened foes. Triggering Reality Shift on an adversary allows you to shoot bubbles at them on the Touch Screen. Keep your finger on the outer circle of the display, on the far side of the circle from your opponent, and saturate them with balloons continuously until the creature is successfully encased in a bubble. The closer your finger is to the center circle, the more bubbles will be fired at your opponent with greater strength. Using the Circle Pad, you may then roll around the area on top of the trapped enemy. Rolling into other foes traps them in the bubble, as well. After collecting as many as possible, press the Attack button **A** to burst the bubble and inflict heavy damage to all Dream Eaters contained, as well as surrounding foes, all at once. It is also possible to pop the bubble by executing a super-jump with **B**. The bubble also bursts on its own after a short time if no other action is taken.



PINOCCHIO ON THE TOWER

Defeating the Jestabocky enemies pretending to be Pinocchio triggers another sighting, this time atop a tower farther northwest. After the scene, Sora is facing a boarding platform for the roller coaster. Run up the ramp and jump onto the tracks. There isn't a roller coaster car to ride, but Flowmotion can carry Sora around the park. Jump on the rails facing north. As you pass near the tower, leap off onto its roof. This Pinocchio is just another Jestabocky in disguise, but fortunately you don't have to fight it. Jiminy spots Pinocchio headed out of the park, directly to the east. Collect items from any remaining chests in the area, open any Link Portals available, and continue to the next area.



THE FERRIS WHEEL GOES ROUND AND ROUND

As marked on the maps in this section, there are three items around the Ferris Wheel: one in the space below the ride, and two in separate cars, spinning around. The surest way to reach both items quickly (without triggering extra encounters by accident) is to wait for the cars with chests to come around to the boarding platform, each in its own slow time.



WINDUP WAY

Ignoring the eastern cave in the entry area, proceed north through the twisting carnival tunnels. The first passage ends in a wide circular room. After clearing the area of enemies, refer to the maps in this section of the guide to note the locations of two items; both are located on the platforms high above. There's no easier way to get up there than to approach the wooden column to the right side of the entrance, slide into the wall to trigger Flowmotion, and jump onto the platform above. Circle the upper level of the room by Air Sliding from ledge to ledge and one horizontal pole to another until you reach the chest containing the **Aerial Slam**. Reach the central platform by performing a Flowmotion Air Slide directly into the pole above the item chest. While Sora swings around the pole, jump to have him fly off, and guide Sora back onto the platform. Open the chest containing a **Royal Cake**, then drop to the ground and continue to the northeast. Collect the Hi-Potion in the corner and use the save point in the last room before entering the next area.



CIRCUS PERFORMERS

Sora finds himself caught in the central stage of the Circus—inside a performance cage with three levels. Jumping from any of these levels causes Sora to bounce higher than normal, allowing him to catch leaping enemies in midair. Roll into the panda enemies to throw them as usual and vault up the three levels to take out all the adversaries.

The **High Jump** Command is received as a reward; following the subsequent scene, open your menu and replace Sora's default Jump command with this. Also, return inside the bouncing cage, have Sora jump to the highest level, and swing from a horizontal

bar to reach a platform with a chest containing a **Rampant Fancy**. The other three chests in the room are easy to locate on the ground level.



BACKTRACK TO THE PROMONTORY

Exit the Circus and retrace the twisting corridor back to the south end of Windup Way. After an encounter with the Blue Fairy, Sora proceeds immediately through the east tunnel to the Promontory.



LORD KYROO HAS BEEN WAITING!

Navigation through the Promontory is extremely straightforward, aside from one standout feature: just as Riku previously encountered Lord Kyroo inside Notre Dame, Sora encounters him now on the lower level, opposite the exit. Accept his challenge in order to have another 75 seconds to decrease the frog lord's insane amount of HP. With higher levels, a better Keyblade than before, and by focusing on Lord Kyroo alone, you should be able to whittle his remaining HP down to the halfway mark before he vanishes again. The next time you encounter him is in the Symphony of Sorcery world, where he waits for Riku.



UNDER THE SEA... SANS MERMAID



The Ocean Floor area is completely underwater, slowing Sora's normal movement slightly but improving his ability to jump, especially with High Jump equipped and during Flowmotion jumps. Use Flowmotion jumps to reach high ledges with chests. As you make your way to the southeast area, a brief cinema reveals the exit on a high ledge.

At the top of a series of ledges to the northeast waits a white stingray. Hop onto the stingray, which carries you over to the cave in the middle of the map. Travel south and use the geyser to fly up onto the ledge, and exit.

RIDE THE GEYSERS

In the Ocean Depths, make sure to use the save point near the entrance before proceeding. A Moogles shop is located here, as well. Be sure to equip Balloon and Balloonra if available. Unfortunately, there is not another save point before the first boss fight, so bear in mind that you should backtrack to this one before leaving the area.

Collect the Rampant Fancy from the chest behind the geyser, then jump into the water flow to shoot to the next area. Work your way east and then south, collecting items, taking out enemies and activating any Portals in the area. Use the geyser at the south end of the map and follow the ledge on the right to reach the exit. Alternatively, you can ride a stingray from atop a rock outcropping in the middle of the large area that will take you directly to the exit.





CHILL CLAWBSTER

Base HP	428.7
Base Attack	17.0
Base Magic	13.5
Base Defense	6.6
EXP Multiplier	0



The boss typically starts by spinning its claws and launching forward in an attack that cannot be blocked. Run the opposite direction until the claws stop spinning. Move Sora so that he winds up positioned near the monster afterward. Move in to the center and launch combos against the central body of the monster from below. The boss is weak against Water-based attacks, so party with Spirits that utilize Water attacks. Balloon and Balloonra can also provide a great advantage. Chill Clawbster routinely performs a slam attack with its body while Sora is underneath. With proper timing, this attack can be blocked and followed up with a Counter Rush. Air Slide over to the side walls, and use every opportunity to execute Flowmotion attacks.

At various intervals, Chill Clawbster takes to the air like a kind of hovercraft, either flying toward or away from Sora. Its eyes glow green and it will begin to utilize several new attacks, like slamming its claws to the ground and launching ring-like projectiles that track Sora. However, its most dangerous attack during this phase is when green lasers fire from each claw. The lasers begin in parallel but converge with each other and anything standing in between. This attack does massive damage, so try to keep either a ledge or the frozen Monstro in between Sora and the boss.

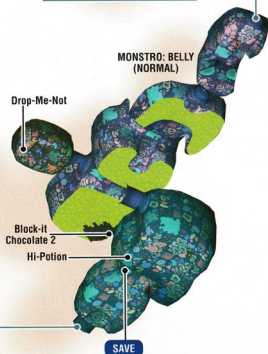
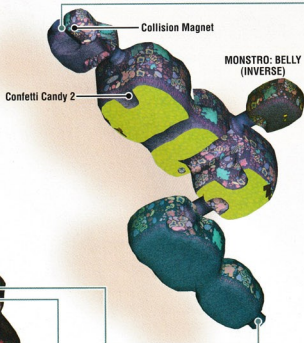
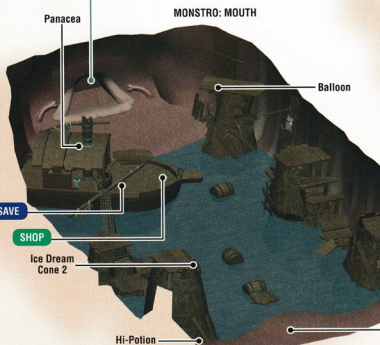
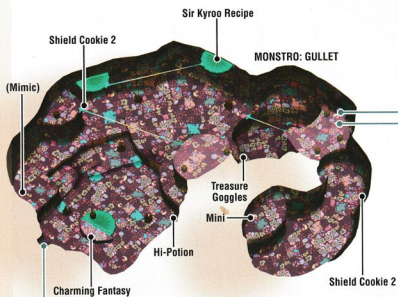


After the lasers have fired, Chill Clawbster returns to its normal attack pattern. When only one of its HP bars remains, Chill Clawbster attempts to flee. Quickly run around to the south end of Monstro, which is frozen in the ice, and attack the weak spot at its nose. Upon smashing the ice away, perform a Reality Shift. Place your stylus on the side of the circle opposite the gap, and blow bubbles into the weak spot to break Monstro free of the ice. Then ride Monstro after Chill Clawbster to win the battle. Sora obtains the **Ferris Gear Keyblade** after awakening this world.

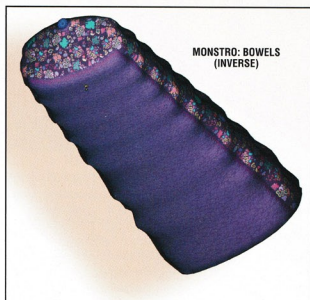
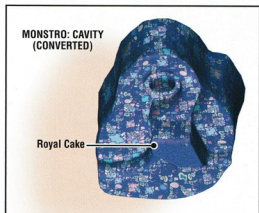
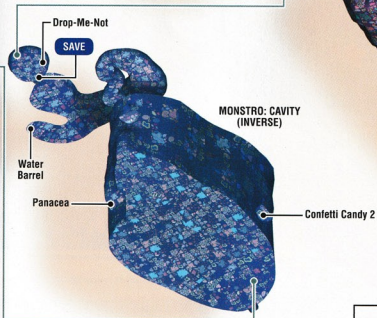
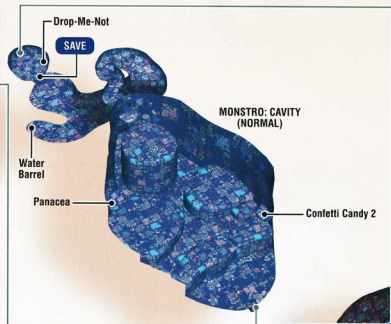




RIKU MAPS



Paint Gun: Blue x10





Prankster's Paradise: RIKU



DIVE MODE: RIKU

A Rank Prize: **Balloonra**

Goal Ring Opens: Rack up **700 prize points** before you reach the goal!

Ranking Data

CLEAR RANK MULTIPLIER DETERMINATION

CLEAR TIME	MULTIPLIER
1:20:00 or less	x1000
1:20:01 - 1:35:00	x500
1:35:01 - 2:05:00	x100
2:05:01 - 2:50:00	x50
2:50:01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
730,000 or more	A Gold Diver
310,000 - 729,999	B Silver Diver
309,999 or less	C Bronze Diver

Steer carefully to collect prize points while Riku is flying through the extremely narrow holes in the Cat's Cradles that are created by giant hands. Upon steering Riku to what you believe to be the right position to pass through the Cat's Cradle unharmed, use an attack to accelerate. Be sure to employ attacks to accelerate through clear zones, as well. Note that in cases where two Cat's Cradles appear side by side, there is actually some benefit in accelerating toward one prize point, catching it but also hitting the string, and bouncing over to the other side to collect the other prize point. Attack enemies to make them release additional prize points. Lastly, you may see lines of rings to fly through: be sure to fly through the lines with prize points and not HP balls or munny, even if Riku is near death.



IN THE BELLY OF THE WHALE

Riku's side of Prankster's Paradise is extremely different than Sora's, taking place entirely within the belly of Monstro, the giant whale. Make your way across the mouth to speak with Geppetto, who has been swallowed by Monstro while looking for Pinocchio. To grab items high on the east wall, slide into the wall to initiate Flowmotion, then jump immediately to land on the raised platforms.

Speak to Geppetto about Pinocchio, then use the Moogles shop and the save point nearby before continuing through the north exit.



INTO THE GULLET

Clear a large number of enemies appearing in the main area of the Gullet, using Reality Shift to capture weakened foes in a bubble,



and then roll around collecting all the other enemies before popping the bubble by pressing attack. Jump on small blue wart-like rises to bounce to higher levels. Collect items from chests situated around the top of the chamber, then leap onto the sinews between platforms and ride across via Flowmotion.

Jump ledges and ride sinews northeast to the exit, but be sure to collect items and open a Link Portal to the southeast before returning to the exit and moving on to the next area.

STOMACH ROLLS



Riku and Jiminy save Pinocchio from the stranger in the black coat. After the scene, use the save point, and then proceed to the back of the room.

There you'll find a gland growing from the floor. However, despite the target, do not strike the gland just yet. Instead, proceed into the next chamber to the west and collect the items therein, including the Drop-Me-Not in the side chamber. Afterward, return to the gland and strike it.

Striking the gland causes the entire Belly to flip over: the stomach chamber that was previously to the west is now to the east, and you can now reach more items. Move Riku to the base of the stomach wall below the exit, roll into the wall to trigger Flowmotion, and then jump through the hole in the wall high above to reach the exit chamber. You can finally access the chest containing **Collision Magnet** on the now-upper ledge. Drop to the level below, and continue north.



FLIP AND REARRANGE THE CAVITY

Two glands within Monstro's Cavity control the shape of the area. Work your way across the Cavity to the north end, clearing the room of Dream Eaters and opening both chests in the meantime. Strike the purplish gland to flip the room over, making another chest to the west accessible. The second yellow-brown gland rests on a platform to the east that does not flip over like the rest of the Cavity. Air Slide to this ledge and strike the yellow-brown gland to rearrange the center of the room, making yet another chest accessible in the deepest depression, near the center. You cannot exit the room in this state, so you must drop into the crater that has formed just north of center and strike the gland there to reopen the north exit.



Follow the entrails tunnel to the west, and open the chest in the side nook to obtain a **Water Barrel**. Then, backtrack a few steps and head north. Equip Fire, Fire, Fire Windmill, and other flame-based attacks, then use the save point before proceeding.



CHAR CLAWBSTER

Base HP	312.6
Base Attack	14.5
Base Magic	14.0
Base Defense	6.6
EXP Multiplier	0



Char Clawbster basically rolls back and forth across the center of the area, emitting lasers from its claws and spinning disc blades from its mouth. Therefore, the best strategy is to double Air Slide behind it, or initiate Flowmotion off the side walls and attack it from the side or behind. As the creature turns and jumps to face Riku, roll to its side or behind and attack again. Hit it repeatedly with Flowmotion attacks launched from the walls.

Although there is a gland in the area, avoid striking it, as doing so flips the chamber, filling it with water, allowing Char Clawbster to recover. Dodge its attacks and wait for the Clawbster to drop back to the ground on its own. When the boss's health is reduced to half or less, its eyes will glow orange and it quickly flies around the walls and ceiling. Stay as close to the monster as possible to avoid its projectile attacks, while taking swings with the Keyblade. Before returning to its normal form, Char Clawbster will unleash its most devastating attack. Lasers fire from each claw as it rotates around the room. The best way to avoid taking damage is to get behind Clawbster as quickly as possible. Finish the boss off to obtain the **Ocean's Rage** Keyblade.





Traverse Town Revisited: SORA

FURTHER TROUBLES IN TRAVERSE TOWN

After awakening La Cité des Cloches, The Grid, and Frankster's Paradise in any order, Sora and Riku must return to Traverse Town to determine why the last three worlds remain unavailable. The Dive Mode is the same, as is item placement throughout the stage, so refer to the maps in the first Traverse Town section in case you missed anything.

Sora enters Traverse Town in the Fifth District, where he encounters Joshua with news. After the scene, drop from the roof, turn around, and enter the Garden area. Since this area was not part of Sora's adventure the first time through Traverse Town, take a moment to collect the treasure inside the five chests here. When fighting Nightmares throughout Traverse Town, you'll notice that enemies from La Cité des Cloches and Frankster's Paradise now appear alongside Traverse Town regulars, with higher battle levels and HP.



CLEAR THE FOUNTAIN PLAZA



Fourth District is heavily infested with Dream Eaters. Even though it's a slog, you can easily dispatch large groups with repeated Flowmotion attacks. In the Fountain Plaza, Sora relieves Neku and Shiki in the heat of battle. Because the battle occurs in the middle of a wide area, Flowmotion attacks are harder to launch. Use the large giraffe-like Dream

Eaters to trigger throw attacks, and deploy plenty of area attacks like Circle Raid, Fire Windmill, and more.

Sora obtains the **Sliding Sidewinder** command following the battle. Take a moment to equip this on your red card in the Command Deck menu, below your Air Slide command. Sora can now execute a special attack after an Air Slide or Sonic Impact. Keep in mind that a Sonic Impact can be performed at ground level by pressing **Y** again directly after a Dodge Roll. Proceed southeast to the Post Office.

HOP RAILS FOR THE QUICK PASS-THROUGH

Having cleared the Post Office of items previously, there's nothing new to find here. Save your game just inside the door, then ride the green rail into the main room. When the green rail runs parallel to the darker yellow rail, carefully hop rails. This line carries Sora directly to the exit to First District. Otherwise, if Sora falls to the ground, he'll have to deal with a large number of Dream Eaters on the climb back to the top.



SUMMONED FROM MEMORY LANE

After exiting the Post Office, via the chute in First District, head directly to Sora's left and into Third District. The Spellican Dream Eater that you've been chasing summons three old bosses for Sora to fight, one at a time! You must defeat weaker versions of Hockomonkey, Wargoyles, and then Chill Clawbster. Fortunately, none of them performs their special attacks (or does so very rarely), and the area is small enough that you can virtually spam the enemies with Flowmotion strikes from the walls and lampposts. Also helpful are the barrels around the area, which you can use to pause the battle and bomb the former bosses, inflicting significant damage. You have a moment between the appearance of each boss to heal up. Don't forget to Link or Dual-Link with your Spirits early on to deal additional damage and to start building their meters up for more Link Attacks. After the skirmish, Sora receives the **Knockout Punch** Keyblade.





Traverse Town Revisited: RIKU

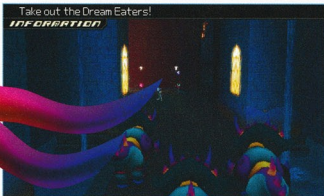


FIND THE BATTLE

Riku has his part to play in helping unlock new worlds from within Traverse Town, as explained to him by Joshua, who welcomes him back upon his arrival in First District. After the scene, Riku faces the door to the Back Streets; go through it. Proceed north through the Back Streets and continue west until he's under the central bridge. Then, try to take a shortcut by performing an Air Slide toward the wall on the right, followed immediately by a super-jump onto the upper level.



Use the save point near the northeast exit, ascend the stairs, and proceed through the subsequent alley into the center of Fountain Plaza. After meeting with Beat and Rhyme there, return to the Back Streets area and fight your way through to the bridge heading south. Meet the stampede of triceratops Dream Eaters head-on with Flowmotion attacks. You cannot progress until all of them have been dispatched. Afterward, you'll receive the **Cera Terror Recipe**, allowing you to make your own stampede of dinosaurs.



SCARE OFF THE ENEMY

Use the poles in First District to help take out the large number of enemies appearing in the south square. Fight more groups that appear as you head north, and use the save point near the exit. Cut through Second District and fight your way through the side alley to the southeast exit. As a shortcut, Riku can use Flowmotion to super-jump over the building between the entrance to Second District and the alley.

After a scene where he drives off a large Dream Eater in Third District, Riku receives the **Knockout Punch** Keyblade. His side of this short mission is complete.



Sora Portal Information

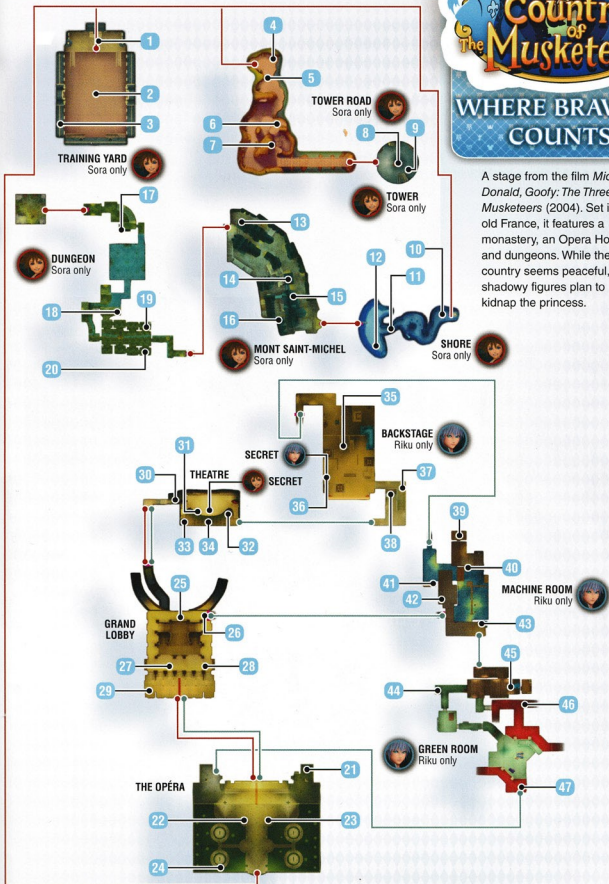
TYPE	NO.	BATTLE RANK	GP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	16	3	50	Fleeting Fantasy, Grim Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Me Me Bunny
Battle	5	3	20	Fleeting Fancy, Fleeting Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy 2	—
Battle	11	3	20	Fleeting Fancy, Dulcet Fantasy	Take damage no more than two times!	Ice Dream Cone 2	—
Battle	22	3	20	Fleeting Fancy, Fleeting Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy 2	—
Friend	19	4	—	—	—	—	—
Friend	27	4	—	—	—	—	—
Special 2	12	3	50	Fleeting Fantasy, Grim Fantasy	Achieve victory without using ④ commands!	Treasure Goggles	Halbird
Battle	14	3	20	Wondrous Fancy, Noble Fantasy	Achieve victory without using ④ commands!	Ice Dream Cone 2	—
Battle	20	3	20	Fleeting Fancy, Fleeting Fantasy	Land at least 10 attacks while linked!	Block-It Chocolate 2	—
Battle	29	3	20	Fleeting Fancy, Fleeting Fantasy	Take damage no more than two times!	Shield Cookie 2	—
Friend	4	4	—	—	—	—	—
Friend	23	4	—	—	—	—	—
Special 3	7	3	50	Fleeting Fantasy, Grim Fantasy	Pull off at least three successful counters!	Treasure Goggles	Tyranto Rex
Battle	2	3	20	Wondrous Fancy, Grim Fantasy	Pull off at least three successful counters!	Ice Dream Cone 2	—
Battle	8	3	20	Wondrous Fancy, Lofly Fantasy	Pull off at least three successful counters!	Shield Cookie 2	—
Battle	20	3	20	Fleeting Fancy, Fleeting Fantasy	Land at least 10 attacks while linked!	Block-It Chocolate 2	—
Battle	22	3	20	Fleeting Fancy, Fleeting Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy 2	—
Friend	10	4	—	—	—	—	—
Friend	15	4	—	—	—	—	—
Special 4	18	4	60	Prickly Fantasy	Pull off at least three Flowmotion Attacks!	Treasure Goggles	Ducky Goose, Tyranto Rex
Battle	9	4	25	Wondrous Fancy, Lofly Fantasy	Take damage no more than two times!	Shield Cookie 2	—
Battle	21	4	25	Wondrous Fancy, Noble Fantasy	Pull off at least three successful counters!	Ice Dream Cone 2	—
Battle	31	4	25	Fleeting Fancy, Lofly Fantasy	Achieve victory without using ④ commands!	Ice Dream Cone 2	—
Friend	27	5	—	—	—	—	—
Special 5	3	4	60	Prickly Fantasy	Block at least three enemy attacks!	Treasure Goggles	Halbird
Battle	6	4	25	Fleeting Fancy, Fleeting Fantasy	Pull off at least three Flowmotion Attacks!	Confetti Candy 2	—
Battle	25	4	25	Grim Fancy, Fleeting Fantasy	Pull off at least three Flowmotion Attacks!	Block-It Chocolate 2	—
Battle	31	4	25	Fleeting Fancy, Lofly Fantasy	Achieve victory without using ④ commands!	Ice Dream Cone 2	—
Friend	23	5	—	—	—	—	—
Special 6	34	5	85	Prickly Fantasy	Take damage no more than two times!	Treasure Goggles	Aura Lion
Battle	1	4	25	Grim Fancy, Grim Fantasy	Take damage no more than two times!	Ice Dream Cone 2	—
Battle	13	4	25	Grim Fancy, Fleeting Fantasy	Land at least 10 attacks while linked!	Confetti Candy 2	—
Battle	17	4	25	Grim Fancy, Noble Fantasy	Achieve victory in 20 seconds or less!	Shield Cookie 2	—
Friend	10	5	—	—	—	—	—

Riku Portal Information

TYPE	NO.	BATTLE RANK	GP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	26	3	50	Fleeting Fantasy, Grim Fantasy	Achieve victory without using ④ commands!	Treasure Goggles	Aura Lion
Battle	22	3	20	Grim Fancy, Lofly Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy 2	—
Battle	29	3	20	Fleeting Fancy, Dulcet Fantasy	Take damage no more than two times!	Block-It Chocolate 2	—
Battle	45	3	20	Wondrous Fancy, Grim Fantasy	Land at least 10 attacks while linked!	Confetti Candy 2	—
Friend	30	4	—	—	—	—	—
Friend	40	4	—	—	—	—	—
Special 2	24	3	50	Fleeting Fantasy, Grim Fantasy	Pull off at least three Flowmotion Attacks!	Treasure Goggles	Ducky Goose, Me Me Bunny
Battle	29	3	20	Fleeting Fancy, Fleeting Fantasy	Take damage no more than two times!	Shield Cookie 2	—
Battle	33	3	20	Wondrous Fancy, Noble Fantasy	Achieve victory in 20 seconds or less!	Block-It Chocolate 2	—
Battle	41	3	20	Fleeting Fancy, Grim Fantasy	Pull off at least three successful counters!	Shield Cookie 2	—
Friend	37	4	—	—	—	—	—
Friend	44	4	—	—	—	—	—
Special 3	43	3	50	Fleeting Fantasy, Grim Fantasy	Land at least 10 attacks while linked!	Treasure Goggles	Me Me Bunny
Battle	22	3	20	Grim Fancy, Lofly Fantasy	Achieve victory in 20 seconds or less!	Confetti Candy 2	—
Battle	33	3	20	Wondrous Fancy, Noble Fantasy	Achieve victory in 20 seconds or less!	Block-It Chocolate 2	—
Battle	38	3	20	Fleeting Fancy, Dulcet Fantasy	Take damage no more than two times!	Block-It Chocolate 2	—
Friend	27	4	—	—	—	—	—
Friend	44	4	—	—	—	—	—
Special 4	35	4	60	Epic Fantasy	Pull off at least three successful counters!	Treasure Goggles	Aura Lion
Battle	25	4	25	Grim Fancy, Fleeting Fantasy	Pull off at least three Flowmotion Attacks!	Block-It Chocolate 2	—
Battle	31	4	25	Fleeting Fancy, Lofly Fantasy	Achieve victory without using ④ commands!	Ice Dream Cone 2	—
Battle	42	4	25	Wondrous Fancy, Fleeting Fantasy	Land at least 10 attacks while linked!	Ice Dream Cone 2	—
Friend	23	5	—	—	—	—	—
Special 5	34	4	60	Epic Fantasy	Pull off at least three Flowmotion Attacks!	Treasure Goggles	Halbird
Battle	21	4	25	Fleeting Fancy, Lofly Fantasy	Achieve victory in 20 seconds or less!	Shield Cookie 2	—
Battle	36	4	25	Grim Fancy, Grim Fantasy	Block at least three enemy attacks!	Block-It Chocolate 2	—
Battle	46	4	25	Fleeting Fancy, Grim Fantasy	Block at least three enemy attacks!	Block-It Chocolate 2	—
Friend	27	5	—	—	—	—	—
Special 6	47	5	85	Epic Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Aura Lion, Me Me Bunny
Battle	28	4	25	Fleeting Fancy, Grim Fantasy	Achieve victory in 20 seconds or less!	Block-It Chocolate 2	—
Battle	32	4	25	Wondrous Fancy, Fleeting Fantasy	Pull off at least three successful counters!	Ice Dream Cone 2	—
Battle	39	4	25	Fleeting Fancy, Fleeting Fantasy	Achieve victory without using ④ commands!	Block-It Chocolate 2	—
Friend	37	5	—	—	—	—	—



A stage from the film *Mickey, Donald, Goofy: The Three Musketeers* (2004). Set in old France, it features a monastery, an Opera House, and dungeons. While the country seems peaceful, shadowy figures plan to kidnap the princess.





Country of the Musketeers

THE LOCAL CHARACTERS

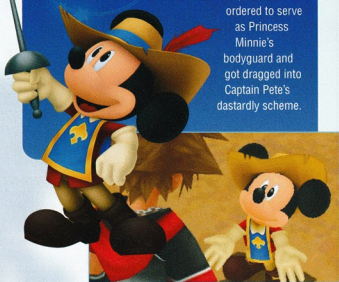
Goofy

An overnight Musketeer and good friends with Mickey and Donald. Goofy may not always be on the ball, but he grew alongside Mickey and the others and earned his Musketeer status.



Mickey

King Mickey back when he was still in training. After being suddenly made a Musketeer, he was ordered to serve as Princess Minnie's bodyguard and got dragged into Captain Pete's dastardly scheme.



Donald

An overnight Musketeer and good friends with Mickey and Goofy. Donald was a chicken, but his adventures with Mickey and the others gave him the courage to become a Musketeer both in heart and in name.





Princess Minnie

The princess of this kingdom. After someone tried to do her harm, she demanded protection from the Musketeers and fell hopelessly in love with Mickey, one of the three who took the job.



Pluto

Mickey's canine companion, a faithful friend who gives his master courage and cheers him up in hard times.



Three rascals who work for Captain Pete. Unfortunately for their boss, they botch one job after another.

The Beagle Boys



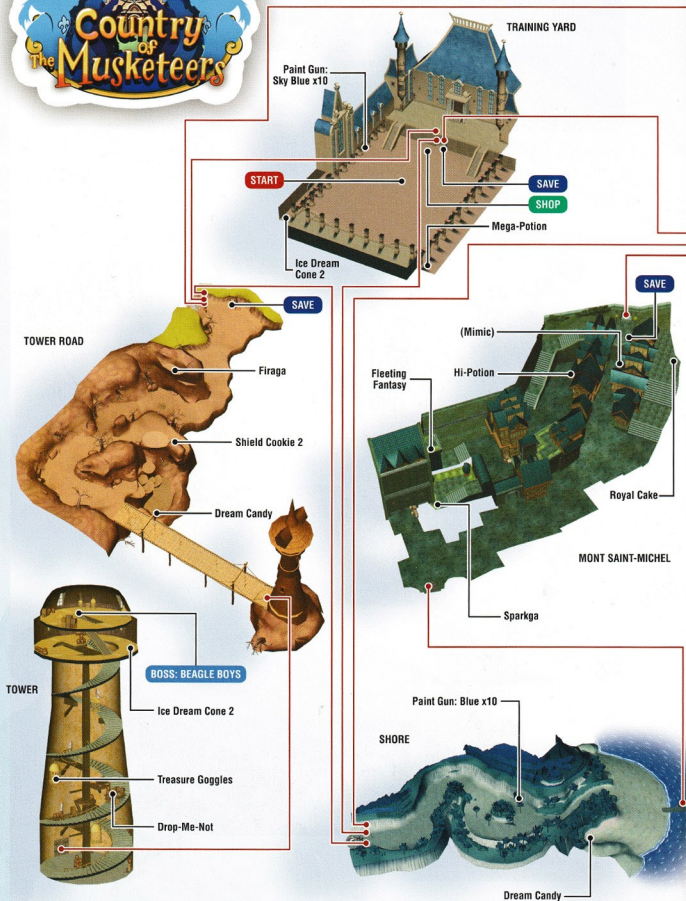
Peg Leg Pete

Captain of the Musketeers. He was after the crown and kidnapped Princess Minnie to get it, but Mickey and the Musketeers put a stop to his schemes.

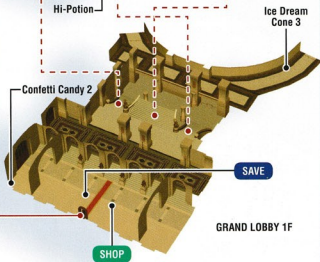
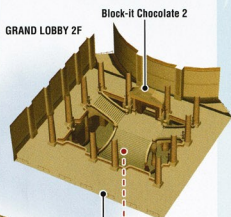
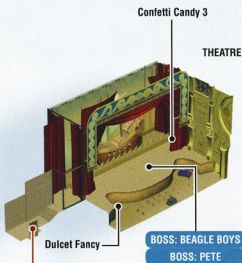
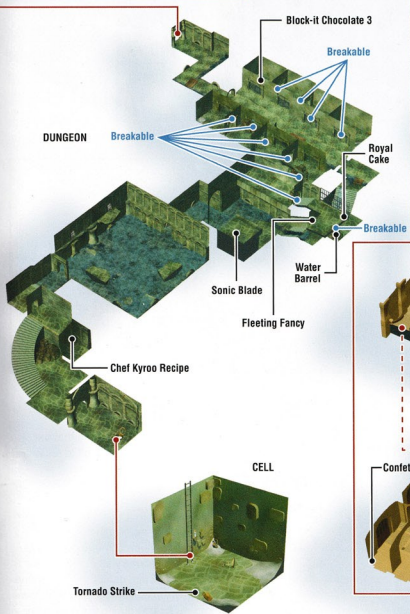
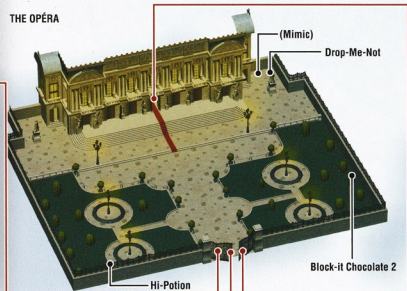




SORA MAPS



THE OPÉRA





Country of the Musketeers: SORA



DIVE MODE: SORA

A Rank Prize: Zero Gravity

Goal Ring Opens: Rack up 500 prize points before you reach the goal!

Ranking Data

CLEAR RANK MULTIPLIER

CLEAR TIME	MULTIPLIER
1:15:00 or less	x1000
1:15:01 - 1:30:00	x500
1:30:01 - 2:00:00	x100
2:00:01 - 2:45:00	x50
2:45:01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
650,000 or more	A Gold Diver
260,000 - 649,999	B Silver Diver
279,999 or less	C Bronze Diver

A large number of enemies attempt to interfere with the collection of prize points as Sora dives. While striking enemies, you must keep an eye on the surroundings and collect prize points before they pass, even at the risk of making Sora vulnerable to attack. While descending toward large comic book panels, steer

around until Sora targets one of the panels, then attack it; extra prize points are revealed this way.



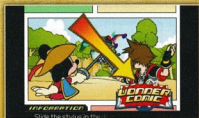
MICKEY'S FIRST ENCOUNTER

Sora arrives just in time to help Mickey (before his days as King), Donald, and Goofy handle Dream Eater enemies—the likes of which they've never encountered before. After the scene, you must take out a group of foes. With the walls so far removed, Flowmotion attacks become difficult to initiate. Therefore, thin out the opposing forces with wide-area, special attacks like Circle Raid, and use the recently acquired Sliding Sidewinder ability to your advantage, as well.



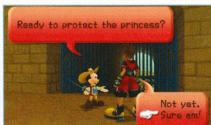
REALITY SHIFT: WONDER COMIC

Instantly take out weakened foes marked with Reality Shift icons. Approach a marked adversary and press **○** + **△** to activate Reality Shift, transporting Sora and the Dream Eater to a comic book alternate reality. On the Touch Screen, quickly make the motions indicated. Be prepared to swipe diagonally down right, diagonally down left, upward, make a circular motion, or tap the enemy repeatedly. Successfully making all required motions eliminates the villain from the battle instantaneously, and the resulting blast damages all nearby foes.



PREPARE FOR MUSKETEERING

Ready to protect the princess?



After the battle, Sora learns that the Musketeers are heading off to protect Princess Minnie's wagon in-transit. Once Sora joins the group, you may visit the nearby Moogleshop to see what's new. Items of special consideration include the extremely helpful Timestorm command, Sparkra, and Aerial Recovery for Sora. Buy the

Iceguin Ace and Me Me Bunny Recipes to expand your Spirit database. Search the Training Grounds for three treasure chests, one of which contains a **Mega-Potion**. Be sure to equip Fira and Blizzard or Blizzara spells for use during the next event. Use the save point, speak to Mickey at the gate, and elect to head out and protect the princess.



TYRANTO REX (CARRIAGE EVENT)



On the road, the princess's carriage is attacked by a Tyranto Rex Dream Eater. Sora alone must defend the carriage from attack. Damage sustained by the carriage is displayed in the upper left corner of the screen. If the gauge fills, the game ends, and you must retry.

Tyranto Rex runs behind the carriage at either close or distant range. When it is some yards behind, the monster spits fireballs that home in on Sora's position. Stand your ground and press **Y** to block the fireball at the last second, deflecting it back at Tyranto Rex to inflict damage. Failure to block the fireball inflicts damage to Sora only, as long as he doesn't move from his spot; otherwise, a quick roll away saves Sora but leaves the wagon vulnerable to damage. Between fireball attacks, you may also fire projectile spells like Fira, Blizzard, or Blizzara as additional hits.

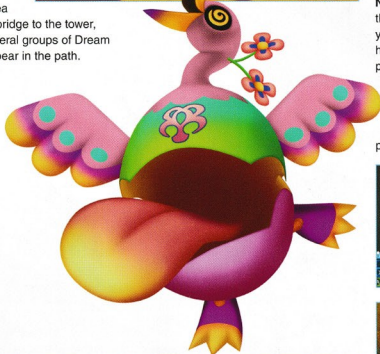


Unfortunately, Tyranto can charge the carriage and ram it to inflict damage. This also hurts Sora if the attack is not blocked. After the impact, the Tyranto remains close enough that you can strike its nose with combos or special commands.

When its HP is reduced to half or less, the Tyranto adopts a new pattern of fireball emission: it fires a high-arching fireball as usual, followed by a quick straight shot. You must block both fireballs to avoid damage, but on the bright side, successfully blocking both attacks inflicts double damage back to the Tyranto. The monster may also unleash a low-arching wind based attack, which can be blocked or avoided. Continue all strategies outlined above until you've defeated the Dream Eater, with the carriage still safely under its damage limit. The **Tyranto Rex Recipe** is obtained.

TAKE THE TOWER ROAD

Successfully thwarting the Tyranto Rex attack allows the carriage to arrive safely at the Tower Road. However, the princess has already been nabbed by the Beagle Boys. Proceed south through the area and cross the bridge to the tower, eliminating several groups of Dream Eaters that appear in the path.



TREASURES ON HIGH CLIFFS

As indicated on the maps in this guide, three treasure chests rest on high ledges above normal High Jump range. One way to reach them is to have Sora slide into the walls below each location to trigger Flowmotion, then quickly jump, Air Slide into the wall again, and jump again, repeatedly, until he reaches the top. Should this prove too difficult, proceed down to the start of the bridge. Drop off the ledge to the left and onto the lower level, where a chest contains **Dream Candy**. The low cliffs opposite this chest make for easy climbing. From the topmost ledge, jump onto the large tree branch jutting out from the rock, catapulting Sora to a higher cliff. Drop down to collect the **Shield Cookie 2**. Another tree branch on the north side of the cliff will send Sora flying across the canyon, directly to a chest containing **Firaga**. Afterward, take a moment to replace Fira with Firaga in your Command Deck.



TOP OFF THE TOWER

Enter the tower and ascend the spiral staircase. Eliminate any enemies that appear in your path. Almost halfway up to the top, you'll encounter a barricade of sorts that you can easily surmount by High Jumping. Although one of the Beagle Boys begins rolling barrels down from the top of the tower, avoid panicking. Instead, search the barricade to find a chest containing a **Drop-Me-Not**. Just before the barricade, travel through the break in the railing. There, you can jump and Air Slide onto a horizontal beam, using Flowmotion to propel yourself to the open birdcage across the way, which contains a chest holding **Treasure Goggles**. Jump and Air Slide over to the platform connected to the center post, then Air Slide back to the stairs.



The barrels continue rolling down from above, on one side of the stairs or the other. Ascend the stairs while dodging the barrels. Alternatively, use Flowmotion jumps and speed bursts on the right wall to avoid running up the staircase altogether. The barrage of barrels ceases as Sora nears the last step. Head around the room to the right, collect an **Ice Dream Cone 2** from the chest along the way, and ascend another set of stairs to the topmost floor.



BEAGLE BOYS

Base HP	108.0
Base Attack	12.5
Base Magic	6.0
Base Defense	6.0
EXP Multiplier	2000*

*Total points gained regardless of Battle Level.



Each Beagle Boy has his own HP gauge that appears onscreen when the individual is targeted. Avoid locking on to any one of the three, since they tend to flee when attacked. Chasing after one Beagle Boy only allows the others to ambush you, so you'll want to free-float and attack the nearest enemy at any given moment. Air Slide over to the nearest wall to trigger Flowmotion attacks, or execute them from a Sliding Sidewinder.



The Beagle Boys are only dangerous if they manage to coordinate attacks together. If Sora gets ganged up on by two or more at a time, then it's best to stand your ground. Block their attacks, and immediately counter. Or use a negative status effect spell, like Sleep, to stop their attacks, allowing Sora to more effectively manage the battle. To this end, having a Spirit in your party that casts negative status effect spells can greatly increase the ease of this fight. Success with this should cause the Beagle Boys to flee in different directions again, making them easier to isolate and eliminate as preferred.

HIT THE SHORELINE



Upon returning to the Training Grounds at night, use the save point and the shop if needed, then approach the gate. Examine the gate and choose to head to the shore, unless you left items in the Tower Road or Tower areas and prefer to go back.

Follow the path down to the shoreline, eliminating the enemies appearing in your path. A long line of Iceguin Ace foes appears as you approach the dock. Without walls to launch Flowmotion attacks from, you can deal with these opponents pretty efficiently using repeated Sliding Sidewinder attacks. Move onto the dock and use the rowboat to travel to Mont Saint-Michel.

THE DUNGEONS BELOW MONT SAINT-MICHEL

Explore the city for items, using Flowmotion super-jumps to reach chests on high ledges. Make your way northwest and super jump up to reach the exit. Use the save point before entering the Dungeon.



Proceed through the Dungeon's entrance corridor to the cell block. After defeating a group of Dream Eaters appearing in the center, move down the row of cells to the third cell door on the left. Smash the jail door and backtrack through the cells, demolishing the bars that divide them, to reach the chest containing a **Block-it Chocolate 3**.

Cross the cell block and smash through the crates blocking the second cell door on the right, then through the two sets of dividing bars on the left and a wall of crates to overlook a watery chamber. However, don't drop into the room below just yet; instead turn left, smash through the crates, and proceed up the stairs into a room with two chests. Exit the side room and look left to a large treasure chest across the gap. Jump and Air Slide to the other side to obtain **Sonic Blade**. Even though this command uses two slots, you'll be very happy with the resulting attack, which is capable of taking out several enemies with awesome style! Drop into the water room below, and take out a large group of enemies. At the top of the stairs heading back the other way is a treasure chest hidden behind destructible crates containing a **Water Barrel**. Continue northwest into the next large chamber.



THE WATER GEYSER CHAMBER

A massive number of elephant-like Dream Eaters appear on both levels of the room. The enemies on the ledges above pose much greater threat, so step into any of the active geysers in the room to enter Flowmotion and attack them. Do your best to land on the same ledge as the upper foes in order to continue attacking with combos and special commands. When the room is cleared, you'll obtain the **Slide Roll**. Replace the regular Dodge Roll skill on your red Command Deck with this new and vastly superior version.



RESCUE MICKEY!

Head north from the water geyser chamber, drop into the room below, smash the boxes, and open the chest in the corner of the room to obtain the **Chef Kyroo Recipe**. Proceed into the final room, and examine the open hatch in the floor to rescue Mickey from a watery cell. The group returns to the Shore area, and the game resumes near the carriage. Examine the carriage and choose to continue to The Opéra.



WARNING! MICKEY LEFT AN IMPORTANT ABILITY IN HIS CELL!

Although rescuing Mickey from his cell returns the group automatically to the start of the Shore area, it is well worth your time to head back to the Dungeon. Row back to Mont Saint-Michel, enter the Dungeon area and climb down the open hatch where Sora and the gang rescued Mickey. In the corner, you'll find a chest containing **Tornado Strike**. This is an incredibly powerful combat command that you'll regret leaving behind.



OPÉRA HIJINKS

Sora and the Musketeers arrive at The Opéra just in time to see Pete and his Beagle Boys carrying the princess inside in a large trunk. Move around the outskirts of the exterior area, collecting items from chests. Be wary, though, of the treasure chest on the left that lies to the northeast, which turns out to be a mimic waiting to attack.

Enter the Grand Lobby of The Opéra, use the save point and the shop if needed, and search all three levels for items. Note that there is a mid-level balcony that you can reach by initiating Flowmotion at the base of the downstairs north wall and then super-jumping to the mezzanine. The chest here contains an **Ice Dream Cone 3**, so the effort is somewhat worthwhile. When finished in the lobby, drop to the lowest level, proceed up the northwest corridor, and enter the door at the end.





BEAGLE BOYS



Base HP	144.7
Base Attack	12.5
Base Magic	6.0
Base Defense	6.0
EXP Multiplier	0

Time for round two against the Beagle Boys, with occasional interference from Pete, who will hang back in the stage scenery and throw a bomb at Sora every few seconds. The bombs land wherever Sora is standing at the time they are thrown, so continue to move about the stage while fighting the enemies at hand. As before, avoid locking on to any target since he may run away, allowing the other two to ambush you from the sides or behind. The main difference with this battle is that in order to truly defeat any of the Beagle Boys, you must successfully execute a Wonder Comic Reality Shift. On their last HP of health, each Beagle Boy becomes stunned and is marked with the Reality Shift icon. Approach a marked Beagle Boy and press **X** + **A** or strike downward on the Touch Screen for Reality Shift. On the Touch Screen, carefully make the swiping, circling, and tapping motions required to finish off each Beagle Boy in turn. Also keep in mind that blocking and countering their attacks works very well. When all three Beagle Boys are sent up to their boss, it's time to deal with Pete directly.





PEG LEG PETE

Base HP	294.6
Base Attack	13.0
Base Magic	11.5
Base Defense	6.6
EXP Multiplier	0

For the first half of the battle, Pete behaves like a stronger and more aggressive Beagle Boy. Hit him repeatedly with Flowmotion attacks, or block his attacks and counter when he is up close. If he is at a distance, You can use Sora's ranged spells while dodging Pete's bombs. The Timestorm attack, available in the Moogles shop, and the Slow spell are extremely useful for slowing Pete down, making him a more vulnerable target. Also, Spirits in your party that cast Slow spells will prove very helpful.



Periodically, Pete jumps into the ratters and lowers a spiky ball meant to represent the sun. He then swings back and forth on the sun like a pendulum, attempting to strike

Sora. A similarly hanging moon swings back and forth dealing damage, as well. Try to Dodge Roll out of harm's way during each swing, but be prepared to heal as these props are difficult to dodge. Wait patiently for Pete to return to attacking normally on the stage floor.

Keep attacking Pete until his last point of health, when a Reality Shift marker appears. Approach him and trigger the shift, then make the swiping and circling motions necessary on the Touch Screen to teach the creep a lesson he won't soon forget. Sora receives the **All for One** Keyblade soon after the fight.





RIKU MAPS

GRAND LOBBY:
UNDERGROUND

Shadowbreaker

THEATRE

Confetti Candy 2

Balloon

GRAND LOBBY 2F

Mega-Potion

Royal Cake

Confetti Candy 2

GRAND LOBBY 1F

Water Barrel

SAVE

SHOP

Dream Candy
(Mimic)

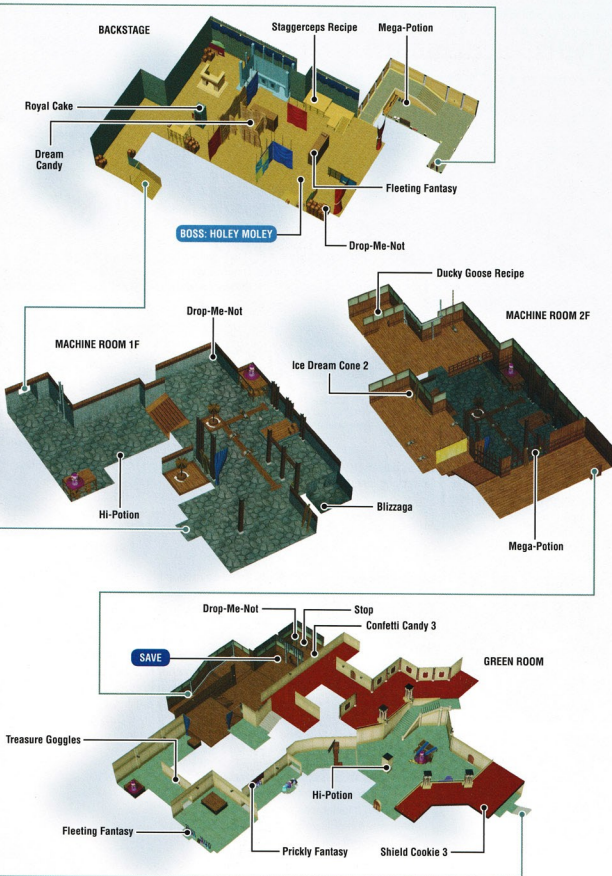
Shield Cookie 2

Hi-Potion

THE OPÉRA

START

Panacea





Country of the Musketeers: RIKU



DIVE MODE: RIKU

A Rank Prize: Zero Graviga

Goal Ring Opens: Defeat Brawlamari!

Ranking Data

CLEAR RANK MULTIPLIER DETERMINATION

CLEAR TIME	MULTIPLIER
3:20.00 or less	x1000
3:20.01 - 4:00.00	x500
4:00.01 - 4:30.00	x100
4:30.01 - 5:00.00	x50
5:00.01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
100,000 or more	A Gold Diver
50,000 - 99,999	B Silver Diver
49,999 or less	C Bronze Diver

Brawlamari crosses dimensions to challenge Riku, having learned a few new tricks since its last encounter with a Keyblade wielder. As experienced previously, it inhales an asteroid and then blows it outward, which you can dodge or attack to obtain HP balls and munny. When it charges forward with its energy shield, use Aerial Brake

ⓐ when the shield is near Riku to avoid damage. Then, perform multiple Diving Strikes on one or both exposed gems. When one gem is destroyed, Brawlamari also starts to jab at Riku with its two forearms. Use Dodging Deflect ① to avoid its strikes. Repeat this pattern until both weak spots are destroyed.



When both gems are smashed, Brawlamari transforms, revealing a second head and a refilled HP bar! While it continues to attack with double claw jabs, it adds a tracking laser attack and discards the energy shield rush in favor of something else: Brawlamari gathers energy and begins to glow, pulling several asteroids into the scene. Steer Riku behind one of the asteroids and then stop moving. The asteroid provides cover from the subsequent blast. Afterward, the "tail flower" remains open, allowing you to attack one of the four gems inside. By performing the combos quickly enough, you should be able to smash all four gems within three energy blast attacks.



When its health is reduced to half or less, it adopts the use of four trailing lasers instead of two, and it jabs with its claws multiple times. While you can still avoid the lasers simply by circling around the outer edge of the screen away from them, the claws continue attacking up to four times. Avoid taking damage from the claw attacks by using Dodging Deflect repeatedly. Another change in attacks initiated by the significant drop in Brawlamari's health is that the asteroids move, making it slightly more difficult to hide from the blast attack. Adjust Riku accordingly to stay out of harm's way. After surviving this, make sure to take out another of the flower gems following the next major energy blast, and Riku should survive.



IN PURSUIT OF PETE

Riku enters the Country of the Musketiers outside The Opéra. Search the grounds for item chests, but ignore the right of the two in the northeast corner that is actually a mimic in disguise. Enter the Grand Lobby, and use the save point and the shop. Search all levels of the lobby for items, then drop to the lowest level and proceed down the northwest corridor.



After witnessing Pete's dastardly plans in motion, collect the items around the stage and deal with the Dream Eaters that show up to fight. Drop Riku into the pit, and exit the side door.



BACKSTAGE MECHANICS

Head around the corner to the left in the Backstage area, and open the chest below the stairs to obtain a **Mega-Potion**. Then, ascend the stairs and proceed into the main room, until a scene with Minnie occurs. Riku then relocates automatically to the Machine Room. The floor of this room is full of toxic slime! Air Slide twice to reach the first overflowing slime goblet, and smash it to clear the floor in the entryway. Proceed farther in, take out Dream Eaters, and open the chest on the right to claim a **Hi-Potion**. Ascend the stairs and Air Slide twice to reach the next toxic goblet and smash it to clear another section of floor. Collect the **Drop-Me-Not** from the chest in the corner to the left. Break through a section of stone wall in the southeast corner of the room to obtain the **Blizzaga** spell.



SHADOWBREAKER!

Before tackling the rest of the Machine Room, be sure to move through the southwest door on the lower level. This takes you to a previously unreachable side area of the Grand Lobby, where you can now open the chest containing **Shadowbreaker**. Equip this skill on Riku immediately—as it is extremely powerful and useful. Return to the Machine Room.



BACK TO THE MACHINE ROOM

The Machine Room has a couple of vertical poles that Riku targets automatically. Have Riku jump and Air Slide or Dodge Roll into the first pole and spin around it to winch up two ropes in the area. Your Spirits should then point out a boarded-over room below the upstairs ledge; smash through the boards and spin around the vertical pole inside to both bring a platform down from the upper level and draw the curtain covering the exit. Now you must deal with one of the Beagle Boys. Although the foe is a boss, he's not difficult to handle on his own—simply hit him with Flowmotion attacks until he's finished. Also, the Beagle Boys are vulnerable to negative status effects, like Sleep and Slow.



When the bottom area is clear, move to the rope that angles upward to the north and jump onto it. Flowmotion carries Riku to the upper level. Move into the northwest corner and defeat a group of enemies. If the back wall is not smashed during the battle, then find the weak spot on the back wall and break it down to reveal a hidden room. Inside, look for a chest containing the **Ducky Goose Recipe**.





Drop back to the lower level, then jump onto the angled rope pointing west. Open the chest to the north containing an **Ice Dream Cone 2**, then head south and east to take on a large group of enemies. Collect another **Mega-Potion** in this area before departing via the south door.

GREEN ROOM GAS

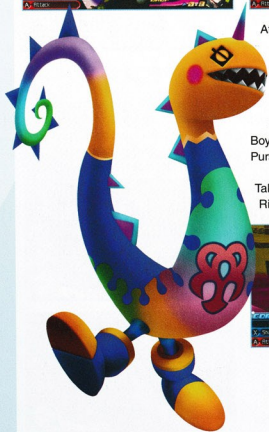
Ascend the stairs on the left, use the save point, then smash through the old pipes blocking the doorway to the right. Inside the small side room, you'll find three item chests containing **Stop**, **Confetti Candy 3**, and a **Drop-Me-Not**.

Cross back through the long room and take out a group of Dream Eaters at the top of the short set of stairs. Another toxic goblet is leaking its poison all over the ground directly ahead, but you can easily reach and smash it via a Flowmotion Air Slide. After the floor is clear, move down the side corridor and smash through the closet door on the left to reveal a chest containing **Treasure Goggles**. Proceed into the dressing room, and take out a group of enemies. When clear, smash the costumes hanging in the nooks around the sides of the chamber to find another hidden chest. Continue smashing costumes in the corridor beyond. Another Beagle Boy hides behind the last set of clothes on the right. He attacks immediately upon being revealed, so make sure your health is not low. Take him down with Flowmotion attacks, and counter his sword jabs. The recently obtained Stop spell freezes him in place for a short time.



At the end of the hall you will see another overflowing goblet in the distance. Turn around and make your way back to the wooden room containing the save point. Upon entering the room, travel up the set of stairs to the south and head down the red carpet. From the top of the stairs leading down into the large main room, you'll see the overflowing goblet. Jump from the stairs, smash the toxic overflowing cup, and clear out the foes that appear. Your Spirits move toward a closet on the lower level; break this door open to reveal the last Beagle Boy. This Beagle Boy, like all before him, attacks immediately when revealed. Pursue him and take him down.

Taking down all three Beagle Boys, regardless of order, awards the **Stage Gadget**. Riku returns automatically to the Backstage area to fight a boss.





HOLEY MOLEY

Base HP	333.5
Base Attack	14.5
Base Magic	15.5
Base Defense	6.6
EXP Multiplier	0



Holey Moley is not a particularly difficult enemy to contend with, but the battle takes a little longer since it warps away from Riku to various locations within the cluttered Backstage area. However, its location is always marked on the Touch Screen map, making locating the monster slightly easier. When you do manage to catch up with Holey Moley, make the most of the opportunity by linking with your Spirits to attack, or by launching Flowmotion attacks repeatedly. All of its attacks are projectile based and can be blocked, so dealing damage from a distance with ranged spells is also effective.



When its health is reduced to half HP or less, Holey Moley vanishes, and a half dozen hands appear around the room. Use the Touch Screen map to help locate them all, and run around taking them out. The hands vanish of their own accord after a certain amount of time.

After the hands go away, Holey Moley returns to warping around the room. However, its time at each location is reduced, and it starts warping around the room more quickly. Attempt to hit it at each location with a Flowmotion attack, or try for another link with one or all of your Spirits. Continue using the Touch Screen map to locate it again quickly following each warp. Afterward, Riku obtains the **Shadow Slide** and **Shadow Strike**, as well as the **All for One** Keyblade.



PORTAL MAP

Sora Portal Information

TYPE	NO.	BATTLE RANK	DP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	6	4	55	Fleeting Fantasy, Grim Fantasy, Savage Fantasy	Pull off at least three Flowmotion Attacks!	Treasure Goggles	Pegaslick
Battle	2	4	25	Wondrous Fancy, Grim Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate 2, Block-it Chocolate 3	—
Battle	15	4	25	Wondrous Fancy, Grim Fantasy	Pull off at least three Flowmotion Attacks!	Block-it Chocolate 2, Block-it Chocolate 3	—
Friend	13	5	—	—	—	—	—
Special 2	1	4	55	Grim Fantasy, Intrepid Fantasy, Savage Fantasy	Achieve victory without using ④ commands!	Treasure Goggles	Ryu Dragon
Battle	4	4	25	Grim Fancy, Grim Fantasy	Pull off at least three successful counters!	Confetti Candy 2, Confetti Candy 3	—
Battle	10	4	25	Fleeting Fancy, Fleeting Fantasy	Take damage no more than two times!	Shield Cookie 2, Shield Cookie 3	—
Friend	17	5	—	—	—	—	—
Special 3	9	4	55	Intrepid Fantasy, Fleeting Fantasy, Savage Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Ghostabocky
Battle	2	4	25	Wondrous Fancy, Grim Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate 2, Block-it Chocolate 3	—
Battle	15	4	25	Wondrous Fancy, Grim Fantasy	Pull off at least three Flowmotion Attacks!	Block-it Chocolate 2, Block-it Chocolate 3	—
Friend	8	5	—	—	—	—	—
Special 4	20	4	65	Savage Fantasy, Prickly Fantasy	Land at least 10 attacks while linked!	Treasure Goggles	Ryu Dragon
Battle	1	4	25	Intrepid Fancy, Intrepid Fantasy	Pull off at least three successful counters!	Confetti Candy 2, Confetti Candy 3	—
Battle	5	4	25	Lofty Fancy, Fleeting Fantasy	Block at least three enemy attacks!	Confetti Candy 2, Confetti Candy 3	—
Battle	12	4	25	Dulcet Fancy, Grim Fantasy	Achieve victory without using ④ commands!	Shield Cookie 2, Shield Cookie 3	—
Friend	18	5	—	—	—	—	—
Special 5	14	4	65	Savage Fantasy, Prickly Fantasy	Pull off at least three successful counters!	Treasure Goggles	Pegaslick
Battle	1	4	25	Intrepid Fancy, Intrepid Fantasy	Pull off at least three successful counters!	Confetti Candy 2, Confetti Candy 3	—
Battle	12	4	25	Dulcet Fancy, Grim Fantasy	Achieve victory without using ④ commands!	Shield Cookie 2, Shield Cookie 3	—
Battle	21	4	25	Intrepid Fancy, Intrepid Fantasy	Achieve victory in 20 seconds or less!	Ice Dream Cone 2, Ice Dream Cone 3	—
Friend	7	5	—	—	—	—	—
Special 6	3	5	90	Wild Fantasy	Take damage no more than two times!	Treasure Goggles	Pegaslick, Ryu Dragon
Battle	2	4	25	Intrepid Fancy, Intrepid Fantasy	Land at least 10 attacks while linked!	Confetti Candy 2, Confetti Candy 3	—
Battle	16	4	25	Lofty Fancy, Fleeting Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate 2, Block-it Chocolate 3	—
Battle	19	4	25	Intrepid Fancy, Intrepid Fantasy	Pull off at least three Flowmotion Attacks!	Shield Cookie 2, Shield Cookie 3	—
Friend	11	5	—	—	—	—	—

Riku Portal Information

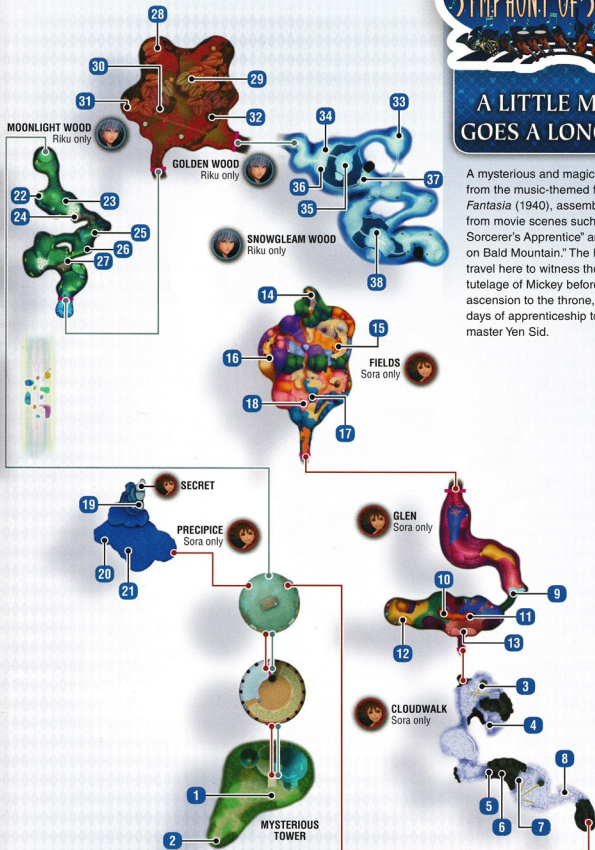
TYPE	NO.	BATTLE RANK	DP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	1	4	55	Fleeting Fantasy, Grim Fantasy, Intrepid Fantasy	Pull off at least three successful counters!	Treasure Goggles	Ryu Dragon
Battle	26	4	25	Fleeting Fancy, Fleeting Fantasy	Take damage no more than two times!	Ice Dream Cone 2, Ice Dream Cone 3	—
Battle	37	4	25	Lofty Fancy, Fleeting Fantasy	Block at least three enemy attacks!	Shield Cookie 2, Shield Cookie 3	—
Friend	31	5	—	—	—	—	—
Special 2	25	4	55	Fleeting Fantasy, Grim Fantasy, Intrepid Fantasy	Achieve victory without using ④ commands!	Treasure Goggles	Ghostabocky
Battle	2	4	25	Wondrous Fancy, Grim Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate 2, Block-it Chocolate 3	—
Battle	30	4	25	Dulcet Fancy, Grim Fantasy	Land at least 10 attacks while linked!	Confetti Candy 2, Confetti Candy 3	—
Friend	34	5	—	—	—	—	—
Special 3	33	4	55	Fleeting Fantasy, Grim Fantasy, Intrepid Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Pegaslick
Battle	2	4	25	Wondrous Fancy, Grim Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate 2, Block-it Chocolate 3	—
Battle	30	4	25	Dulcet Fancy, Grim Fantasy	Land at least 10 attacks while linked!	Confetti Candy 2, Confetti Candy 3	—
Friend	22	5	—	—	—	—	—
Special 4	29	4	65	Savage Fantasy, Epic Fantasy	Block at least three enemy attacks!	Treasure Goggles	Ryu Dragon
Battle	1	4	25	Intrepid Fancy, Intrepid Fantasy	Pull off at least three successful counters!	Confetti Candy 2, Confetti Candy 3	—
Battle	27	4	25	Intrepid Fancy, Intrepid Fantasy	Achieve victory in 20 seconds or less!	Block-it Chocolate 2, Block-it Chocolate 3	—
Friend	36	5	—	—	—	—	—
Special 5	24	4	65	Savage Fantasy, Epic Fantasy	Land at least 10 attacks while linked!	Treasure Goggles	Pegaslick
Battle	1	4	25	Intrepid Fancy, Intrepid Fantasy	Pull off at least three successful counters!	Confetti Candy 2, Confetti Candy 3	—
Battle	35	4	25	Grim Fancy, Grim Fantasy	Pull off at least three Flowmotion Attacks!	Ice Dream Cone 2, Ice Dream Cone 3	—
Friend	32	5	—	—	—	—	—
Special 6	38	5	90	Brilliant Fantasy	Pull off at least three Flowmotion Attacks!	Treasure Goggles	Ryu Dragon, Pegaslick
Battle	2	4	25	Intrepid Fancy, Intrepid Fantasy	Land at least 10 attacks while linked!	Confetti Candy 2, Confetti Candy 3	—
Battle	28	4	25	Dulcet Fancy, Grim Fantasy	Achieve victory in 20 seconds or less!	Ice Dream Cone 2, Ice Dream Cone 3	—
Friend	23	5	—	—	—	—	—



SYMPHONY OF SORCERY

A LITTLE MAGIC GOES A LONG WAY

A mysterious and magical stage from the music-themed film *Fantasia* (1940), assembled from movie scenes such as "The Sorcerer's Apprentice" and "Night on Bald Mountain." The heroes travel here to witness the continued tutelage of Mickey before his ascension to the throne, during his days of apprenticeship to magic master Yen Sid.

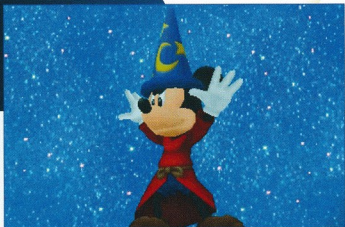




Symphony of Sorcery

THE LOCAL CHARACTERS

Mickey King Mickey back when he was still in training. In this world, he is a sorcerer's apprentice. He was trapped in a nightmare, but Sora and Riku pulled him out of it.



Brooms brought to life by magic. Mickey created them to fetch water so he wouldn't have to.

Enchanted Brooms



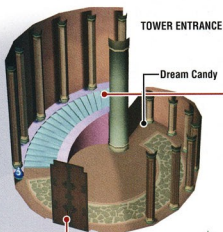


A giant demon that emerged from the depths of the earth in a fiery eruption.

Chernabog



SORA MAPS



SAVE

SHOP

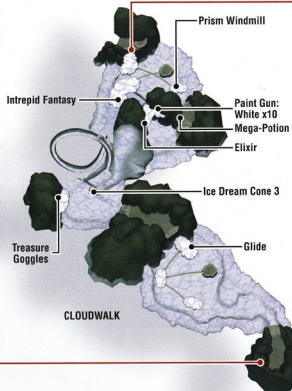
START

CHAMBER

MYSTERIOUS TOWER

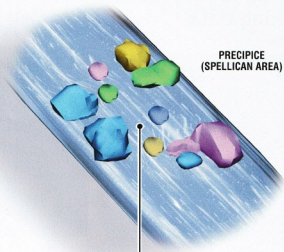
Elixir

Block-it Chocolate 3

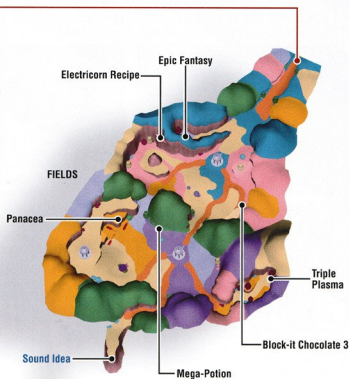
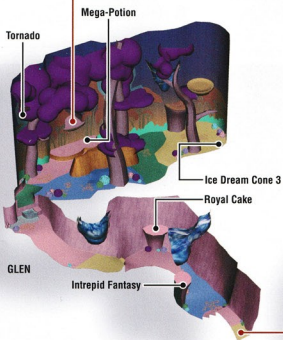




PRECIPICE

PRECIPICE
(SPELLICAN AREA)

BOSS: SPELLICAN





Symphony of Sorcery: SORA



DIVE MODE: SORA

A Rank Prize: **Fleeting Fantasy**

Goal Ring Opens: Rack up **900 Points** before time runs out!

Ranking Data

CLEAR RANK MULTIPLIER

CLEAR TIME	MULTIPLIER
1:15:00 or less	x1000
1:15:01 - 1:30:00	x500
1:30:01 - 2:00:00	x100
2:00:01 - 2:45:00	x50
2:45:01 or more	x1

RANK PER TOTAL POINTS

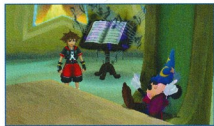
TOTAL POINTS	RANK
1,000,000 or more	A Gold Diver
415,000 - 999,999	B Silver Diver
414,999 or less	C Bronze Diver

As with most Dives, perform Diving Strikes to accelerate into and from open areas. There will be a Laser Spin pickup that can be used to take out a large group of enemies. Upon reaching a series of slanting rings, it is best to go through the middle and pick up a line of big stars. However, as the rings shift to the side, so must Sora, and this may take a little practice. This is another dive where practice makes perfect!



TRAPPED IN ETERNAL MUSIC

When Mickey's inept conjuring releases the Spellican into the Symphony of Sorcery world, the future king becomes trapped in a nightmare of endless music. Yet even from outside his body, he is able to communicate what Sora must do: find a "Sound Idea" to counter the possessed music sheets arranged at the back of the room.



SEARCH AROUND THE TOWER FIRST!

After the scene, Sora must examine the music stand behind Mickey to the far right to take the next step forward. However, before doing so, it's best to exit the room and head downstairs and outside the Mysterious Tower to scavenge some items from chests. Consult the maps in this section for item locations and details.



REALITY SHIFT: MELODY CATCHER

The Symphony of Sorcery world introduces one of the most complex and difficult Reality Shifts yet. You can use "Melody Catcher" to eliminate weakened enemies. Also, using a Reality Shift on the glowing music stands at various locations throughout this world provides opportunities to open new areas or create new routes to item chests that are placed high and out of normal reach. Most instances of the music stands in this world require the use of Melody Catcher in order to progress to the next area. During Melody Catcher, blue notes appear onscreen. The idea is to wait momentarily for small red rings appearing around the notes to grow smaller. At the instant the ring becomes the size of the note, tap it on the Touch Screen. Touching a note too soon or too late means that the note won't play in the final symphony—this may cause your orchestration to fail.

When a music bar appears, wait for the ring around the note to close in, then touch the note and follow it with your finger or stylus to the other side of the bar. If done with the proper timing, you should run through a string of notes that all play in the final symphony.

After all notes have displayed onscreen, the song finale plays, and fireworks are shown. If too few notes were properly conducted (usually at least half the notes), then the Reality Shift fails, and you must either try again or eliminate the enemy using normal means.



THE CLOUDWALK

Examine the music stand located to the far right behind Mickey's desk and agree to enter the musical realm. Proceed down the cloudy path to a large open area. Take out a group of Dream Eaters, rolling Sora into the low cloud walls on all sides to initiate Flowmotion attacks. Also, roll Sora into Unicorn and Pegasus Dream Eaters for Flowmotion throws.



Use Reality Shift against weakened enemies, and start practicing the Melody Catcher mini-game to prepare for more important Reality Shift situations. For example, hop onto the raised stone platform in this area and approach the glowing music stand. Reality Shift, then conduct enough notes with the right timing to unlock the rest of the area and also connect the stone platform to the clouds overhead with rainbows.



TIME TO GLIDE!

Jump on the new rainbow to ride Flowmotion-style up into the clouds, and open the chest on the northwest cloud to obtain the **Glide** ability. Equip this in an open slot on your Action Command Deck to enable flight by pressing the **X** Jump button twice. Proceed into the next area, then jump from the stone and Glide over the first area to reach a cloud where a chest contains **Treasure Goggles**.



BRING ON THE CLOUDS

Head north and follow the tunnel to the next area, via Flowmotion. The tunnel may be hard to see because it is located among a wall of clouds. It is just past the treasure chest with the **Ice Dream Cone 3** in it. Fight a group of enemies in the main area, then move southeast and hop up the natural stone stairs—on which there is a treasure chest with a **Mega Potion** inside—into

a crevice, where another music stand awaits. Reality Shift here and catch enough notes to make new clouds and connecting rainbows appear. Drop Sora off the north ledge, clear the area below of enemies, then jump on the raised stone platform in the center of

the north area. Hop onto the rainbow and have Sora Flowmotion slide on it. Jump and slide from cloud to cloud, collecting all the items. Doing so should take you southwest, so Sora must Glide back north and possibly ride the rainbows again, this time to the northernmost floating cloud and the ledge behind it to exit.



GLEN OF THE FOREVER WINDS

Upon first entry, the Glen is filled with winds that prevent Sora from touching the ground. Step off the entrance ledge to see for yourself: Sora rises all the way to the "ceiling." Be careful moving around up high—there are charged blue clouds that shock and damage Sora if he touches them. Flying over a ledge or floating rock causes Sora to land on his feet.



First, direct Sora east and land on a tree top with a chest, which contains the extremely powerful **Tornado** spell that only Sora may use. Then, fly way over to the west side of the area and land on a large round nest of some sort. Defeat the group of enemies that appears, then approach the music stand, and Reality Shift. Catching enough notes and completing the mini-game turns off the winds that kept Sora afloat, while turning on several small wind devils in various locations throughout the area. Drop to the ground and collect items from chests in various locations as you make your way east. In the northeast corner, you'll find a small cyclone; have Sora step into it to be carried up to a tunnel leading to the next section.



A CANYON WITH LEDGES

Drop into a small pond below the tunnel and clear out the enemies appearing there. Proceed through the subsequent canyon, where you should notice a ledge to the far west. Slide Sora into the wall on your left, super-jump, and Glide over to the ledge. Open the chest here to obtain a **Royal Cake**. Fend off appearing enemies without dropping Sora back to the ground, and then Glide, around another blue electric cloud, to the next ledge to the north and open another chest to obtain an **Intrepid Fantasy**. Drop to the ground, use the save point, and proceed north.



TUMULTUOUS FIELDS

At first, the Fields seem bright and pleasant, but darkness and rain set in as you move north. Certain areas, such as the narrow canyon to the northeast, are inaccessible due to high winds. Lightning strikes the ground occasionally, meaning you must not allow enemies to stop Sora in his tracks. Head north until reaching a gazebo (which, incidentally, provides shelter against lightning), and then follow the road northeast. The road passes directly below a rock ledge; slide Sora into this rock and Superjump onto it to find a music stand. Reality Shift and hit enough correct notes during the mini-game to stop the inclement weather in the south section of this area. With daylight restored, you may then easily gather items from the chests around the area. To the southeast of the music stand, there is a high ledge with a treasure chest containing an **Electricorn Recipe**. Have Sora roll into the base of the cliff and then super-jump until he reaches the top.



Follow the northbound road into the next section. The weather starts up again, so head directly east to the bottom of a long ledge that runs along the east side. Rather than head to the north start of the ledge (and incur unnecessary battles), slide Sora into the base of the ledge and super-jump to the top. Approach the music stand, and Reality Shift to set the weather right in this area. Scour the area for chests again, especially in the west canyon where you'll find the **Triple Plasma** spell.



Return to the central gazebo and follow the north road to a cliff overlooking the sea. Approach the music sheets floating in air. After a scene, Sora returns to Mickey's Chamber, unlocks the path to the Precipice, and obtains **Double Impact**. Save your game in the Chamber, then examine the music stand to the left behind Mickey's desk to begin the boss fight. It is recommended that you equip at least one Drop-Me-Not command to your Combat Commands deck, as this battle can be quite lengthy. It is also a good idea to have one or two recovery commands, like Potion or Cura/Curaga.





SPELLICAN

Base HP	318.2
Base Attack	10.5
Base Magic	14.5
Base Defense	5.7
EXP Multiplier	0

Sora begins the battle Flowmotion sliding on a magic stream behind Spellican. Press **Y** repeatedly to slide faster in order to catch up with the creature. Meanwhile, dodge the meteors and magic orbs it hurls at Sora by jumping over them. You can also eliminate the meteor rocks by performing a Sliding Dive attack **A** with the right timing. This technique releases HP balls that restore lost health.



Upon catching up to Spellican, the bird is knocked from the track. The battle then progresses to the next area, which is full of colored floating rocks. Use the surrounding rocks to launch Flowmotion attacks against Spellican. Strike and bash away until it attacks or warps away to a higher rock. Air Slide Sora into rocks and perform Flowmotion attacks to reach Spellican's ledge, or wait for the beast to rematerialize on the ground.

Occasionally, Spellican vanishes, and several Brooms replace it. Track down and eliminate the Brooms until Spellican reappears to attack. The boss may also look as if it is going to fly out of the area, only to reappear hovering over one of the central rocks. One of the more common attacks the Spellican will use is its beam blade attack, which resembles Riku's Blade Charge Dual Link move. This attack can easily be blocked and countered. Spellican will often summon small stars above its head, which will then fire at Sora and deal damage if they hit. These stars can be easily avoided. As its HP drops, the beast will resort to a stronger version of the star attack. This is predictable as the sky darkens right before Spellican summons a rain of fire. Quickly make your way up to Spellican's perch and strike it to cancel this attack before the fire-fall inflicts too much damage. Otherwise, the light projectiles that Spellican conjures and fires can be easily dodged with regular movement. When Spellican is



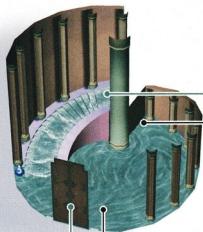
down to about half its health, it may summon you back to the magic track for another chase. Knock it back down to continue the battle. Attack the creature until victorious, at which point Sora receives the **Counterpoint** Keyblade.





RIKU MAPS

TOWER ENTRANCE

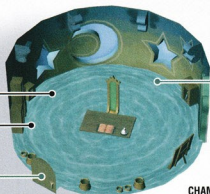


Water Barrel

START

SAVE

SHOP

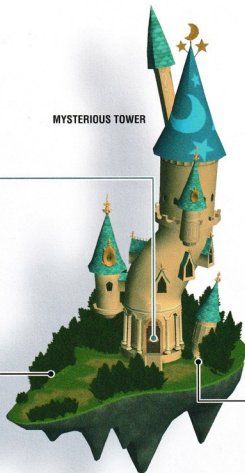


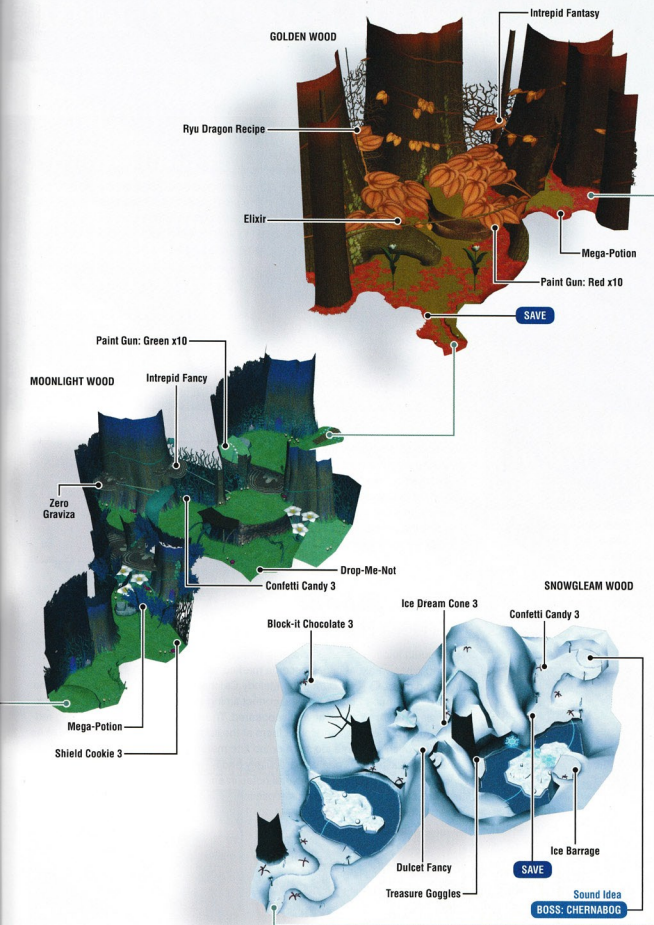
CHAMBER

MYSTERIOUS TOWER

Royal Cake

Dream Candy







Symphony of Sorcery: RIKU



DIVE MODE: RIKU

A Rank Prize: **Fleeting Fantasy**

Goal Ring Opens: Defeat **30 enemies** before time runs out!

Ranking Data

CLEAR RANK MULTIPLIER DETERMINATION

CLEAR TIME	MULTIPLIER
1:25:00 or less	x1000
1:25:01 - 1:40:00	x500
1:40:01 - 2:10:00	x100
2:10:01 - 2:55:00	x50
2:55:01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
800,000 or more	A Gold Diver
340,000 - 799,999	B Silver Diver
339,999 or less	C Bronze Diver

Attack repeatedly in quick succession to eliminate groups of enemies as fast as you can. Collect Laser Spin and Mega Flare pickups along the way, and improve your time by using these against the very next group of enemies appearing. Collect one last Mega Flare at the start of a blue area with trees, and use it against a large group of bats appearing to open the goal ring faster. Then, accelerate to the finish without hitting any obstacles.



TIME AND TEMPO

Riku arrives in the foyer of the Mysterious Tower and immediately notices that something is wrong: water is flooding from upstairs. Pop open the chest under the stairs to collect a **Water Barrel**, and then head up to see what's the matter. Alternatively, you can exit the front door to go outside, fight some Dream Eaters, and open two more chests.



Riku finds Mickey under the spell of mysterious magical tomes in the back part of the Chamber. After using the save point and shop near the room's entrance, move to the back and examine the central music stand. Agree to enter the musical realm.



MUSIC MAKES THE MOONLIGHT WOOD BLOSSOM

Move south into the first large clearing and eliminate all the Dream Eaters that appear. When weakened foes become marked with Reality Shift icons, approach them and press **X** + **A**. During the Melody Catcher mini-game, you must touch the notes on the Touch Screen with the correct timing to conduct a symphony of attack, to be played after all notes have disappeared. The key is to watch the shrinking red circles around the notes and touch them at the instant the circle is the same size as the note. Touching a note too soon or too late means the note will not sound in the final orchestration. This can be particularly bad if you miss a note on a music bar, since this note slides through several notes in a row. But if you manage to tap more than half of the notes with the correct timing, you should eliminate the enemy by Reality Shift.





Practice playing Melody Catcher against the first group of enemies. After the area is clear, hop onto a raised rock on the east side and approach the glowing music stand. Reality Shift, and touch the notes correctly to play a song that opens up the path to the next segment of the area. Jump across the blooming white flowers and proceed.

A SPELL WORTH GATHERING

Defeat another group of Dream Eaters, then have Riku use a Flowmotion super-jump—or Flowmotion along the outstretched vine after successfully completing the second Melody Catcher—to reach the chest on the high ledge to the far east and obtain the **Zero Graviza** spell. If for some reason you've chosen not to use Zero Gravity type spells very much thus far, *this* is the one to use. Place it first in your Command Deck, try it against the next large group you encounter, and thin their numbers with ferocious efficiency.



EXIT THE MOONLIGHT WOODS



Fight your way east across the middle section of the woods, then have Riku jump up three open flowers to reach the next level up. Follow the route south, defeat a group of Dream Eaters, then search the northeast corner of the clearing to locate another glowing music stand. Reality Shift and then tap the notes with the right timing, and the grasses blocking the south exit subsequently part. Also note, though, that several connecting lines have appeared between several of the high platforms in the area, providing easier access to chests on raised levels. Check the maps to determine if you should go back for items, otherwise, press forward.



LORD KYROO'S FINAL HAUNT!

In the southwest corner of the middle area within Moonlight Wood, Lord Kyroo appears. Even if his health remaining is slightly more than half, if you fought him previously you may be able to take him down for good by locking on to him, linking with your Spirits, hitting him with every attack command in your deck, and then repeatedly hitting him with Flowmotion attacks. If successful, you'll achieve a max HP increase, unlock a new drop bonus (which appears in the list following your next drop) and receive the **Lord Kyroo Recipe**.



LOWER THE LEAVES OF THE GOLDEN WOOD

Use the save point at the start of this area and fight your way through the Golden Wood to the north, where you'll find a large mushroom. Jump onto the mushroom to launch Riku to the platform on the right where another glowing music stand awaits. Use it to Reality Shift, causing a series of yellow flowers to bloom nearby and flattening a series of leaves. Hop onto the flattened leaves to the left of the music stand and follow the raised path they form until you reach a gap to the north. Have Riku jump and Air Slide into a horizontal branch hanging over the gap. Press jump while spinning around the branch to fly across, landing on another leaf platform where a chest contains the **Ryu Dragon Recipe**. Air Slide back to the "main" raised leaf path, follow it to the end this time, and Flowmotion slide across a branch to reach the southeast exit. Be sure to grab the **Mega-Potion** from the nearby chest before proceeding.



REARRANGE THE LAKES OF SNOWGLEAM WOOD

Proceed into the area, using the low snow walls to trigger Flowmotion attacks against enemies appearing along the route. Riku eventually arrives at the side of a small lake. Rather than swim, Air Slide and perform a Sonic Impact to reach the small ice platform floating in the middle of the water. Approach the stone marked with a glowing music note, and Reality Shift. Catch enough notes to play a song, which triggers the appearance of a second landmass in the lake and a narrow waterfall to the northeast. Cross the new landmass while defeating appearing enemies. Riku can leap atop the large snowballs to roll over any foes that dare cross his path. He can also Flowmotion Pole Spin on the spikes of ice that appear on this new landmass.



Have Riku jump onto the narrow waterfall to Flowmotion slide to the next area. As the waterfall passes through a large clearing, jump off the water and take out a group of appearing enemies. Open the chest at the back of the area to obtain **Block-it Chocolate 3**, and then hop back onto the slide.



Ride the Flowmotion slide all the way to the cliff's edge and off, and land on the large rise opposite. Fight off a group of attackers and open the nearby chest. Drop off the south edge of the rise and make your way south to the edge of another small lake.

After eliminating enemies at the lake's edge, have Riku Air Slide and Sonic Impact to reach the block of ice floating in the center. Reality Shift at the marked rock, and catch enough notes to play a song. Successful orchestration expands this ice block, as well, allowing you to continue to the east side of the water. However, there is an item tucked away on the high ledge to the south. To reach the chest, you must backtrack to the rise that Riku landed upon after the long Flowmotion slide through the mountain. Drop over the east side, and fight your way over to the start of a waterfall. Flowmotion slide to a high area, and descend to the southwest. Stop at the ledge and carefully watch the snowflake platforms moving over the lake; as they start to align, quickly jump across. You can probably skip over the last snowflake if it moves too far out of the way by Air Sliding over to the cliff ledge. Ignore the enemies appearing and open the chest first, which contains the extremely powerful **Ice Barrage** spell. Then, fight the enemies and drop back down to the lake level.



Save your game just east of the lake. Then, proceed southeast and approach the music sheets floating in the air.



CHERNABOG

HP	600
Magma Geysers	10
Front Stretch Flame	10
Diag. Stretch Flame	10
Wall of Flame	10
Base Magic	15.5
Base Defense	6.6
EXP Multiplier	0

After a scene, and the introduction of your powerful new foe, Riku enters a kind of horizontal dive mode, flying at the giant demon to attack. Steer left and right to avoid magma geysers erupting in his path. Riku's actual proximity to each geyser is easier to gauge with your 3D effect at full blast. Keep your head up while steering through the magma columns, and also avoid salvos of fireballs headed Riku's way. Remember that Dodging Deflect (Y) renders Riku invincible for brief periods, just in case you find Riku stuck between a fireball and a magma column. Also, it pays to keep track of Chernabog's movements to better anticipate his next attack.

As soon as Riku is close enough to target Chernabog, press (A) to execute a Diving Strike. Each attack knocks one of Chernabog's HP bars off, so you must attack him three times to complete the battle. Each successful attack causes Chernabog to knock Riku back to the edge of the valley. Steer and dodge your way back to the giant demon for another attack.



During your second and third runs, clusters of Evil Spirits fly after Riku and attempt to latch on. These pests drain health continuously until you knock them off by performing a Dodging Deflect. During your third run, the Evil Spirits wear blue sheets and cannot be shaken off as easily. Either repeatedly use the Dodging Deflect move, or perform a

Dodging Deflect directly into a magma geyser or fireball to shake off a blue spirit. After finishing off the enormous demon, Riku receives the **Counterpoint** Keyblade as a reward, and he also unlocks the Flick Rush Final Cup.




PORTAL MAP

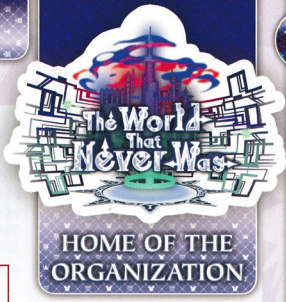
Sora Portal Information

TYPE	NO.	BATTLE RANK	DP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	3	4	65	Intrepid Fantasy, Savage Fantasy, Wild Fantasy	Pull off at least three Flowmotion Attacks!	Treasure Goggles	Aura Lion
Battle	4	4	25	Dulcet Fancy, Grim Fantasy	Pull off at least three Flowmotion Attacks!	Shield Cookie 3	—
Special 2	6	4	65	Savage Fantasy, Wild Fantasy	Block at least three enemy attacks!	Treasure Goggles	Pegaslick, Halbird
Battle	1	4	25	Wondrous Fantasy, Savage Fantasy	Land at least 10 attacks while linked!	Confetti Candy 3	—
Special 3	2	5	90	Wild Fantasy	Pull off at least three successful counters!	Treasure Goggles	Tyranno Rex, Aura Lion, Ryu Dragon
Battle	5	5	25	Intrepid Fancy, Intrepid Fantasy	Take damage no more than two times!	Ice Dream Cone 3	—



Riku Portal Information

TYPE	NO.	BATTLE RANK	DP AWARD	POSSIBLE CLEAR PRIZES	BONUS CONDITION	BONUS PRIZES	RARE ENEMY
Special 1	11	4	65	Intrepid Fantasy, Savage Fantasy, Brilliant Fantasy	Achieve victory in 20 seconds or less!	Treasure Goggles	Aura Lion
Battle	14	4	25	Wondrous Fantasy, Savage Fantasy	Block at least three enemy attacks!	Ice Dream Cone 3	—
Field	9	5	—	—	—	—	—
Special 2	13	4	65	Savage Fantasy, Brilliant Fantasy	Pull off at least three successful counters!	Treasure Goggles	Pegaslick, Thunderaffe, Halbird
Battle	7	4	25	Lofty Fancy, Piesting Fantasy	Achieve victory without using  commands!	Block-it Chocolate 3	—
Field	12	5	—	—	—	—	—
Special 3	8	5	90	Brilliant Fantasy	Take damage no more than two times!	Treasure Goggles	Tyranno Rex, Aura Lion, Ryu Dragon
Battle	10	5	25	Intrepid Fancy, Intrepid Fantasy	Pull off at least three Flowmotion Attacks!	Block-it Chocolate 3	—
Field	15	5	—	—	—	—	—

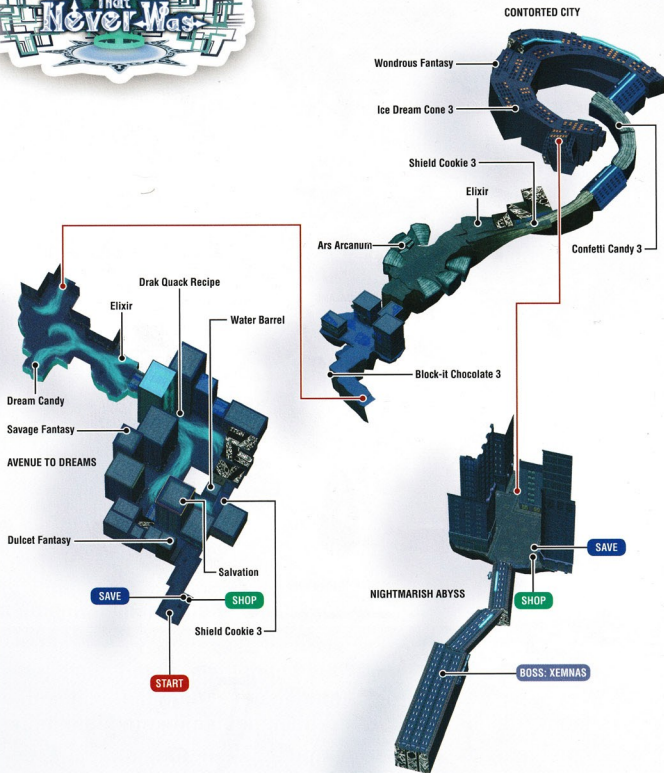


A world dominated by "Nobodies," who walk between light and darkness, featuring high-rise buildings in the style of New Orleans, Louisiana, forming steep spirals on the outskirts of town, plus the supposedly empty headquarters of The Organization and a large floating castle.





SORA MAPS





THE World That NEVER WAS: SORA



THE WORLD THAT NEVER WAS



DIVE MODE: SORA

A Rank Prize: Meteor

Goal Ring Opens: Defeat Queen Buzzertly!

Queen Buzzertly returns for revenge in another dimension! Like last time, avoid her four drones and the projectiles she fires, then take out the four drones with quickly chained

attacks. This time the Queen's projectile attacks are fired off more quickly, but can still be easily avoided with **Y Dodging Deflect**. After defeating the drones, Queen Buzzertly's head becomes a target; quickly attack it as in the previous encounter with this winged empress. Queen Buzzertly then turns around, revealing another set of jewels on her back. Steer Sora to a position above her, and repeatedly strike the jewels until she turns back around, resuming her usual pose and summoning four new drones. Destroy the drones more swiftly this time before they connect to each other with laser beams and attempt to bisect Sora. With the second set of drones gone, Sora can strike the boss's head to make her expose her back jewels yet again. Continue attacking the back jewels to win the fight. If you must go a third round, the A rank is most assuredly lost, and you're better off starting over.



Ranking Data

CLEAR RANK MULTIPLIER

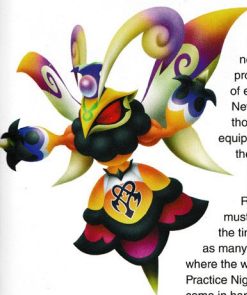
CLEAR TIME	MULTIPLIER
2:00:00 or less	x1000
2:00:01 - 3:00:00	x500
3:00:01 - 4:00:00	x100
4:00:01 - 5:00:00	x50
5:00:01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
140,000 or more	A Gold Diver
90,000 - 139,999	B Silver Diver
89,999 or less	C Bronze Diver



SORA WALKTHROUGH



AVENUE TO DREAMS

Save at the save point, and examine new items in the Moogle shop. Then, proceed up the street and take out a group of enemies. Dream Eaters of The World That Never Was are quite a bit more difficult than those encountered previously, so be sure to equip your most powerful commands and use them in every battle. Also, employ the new Reality Shift system, Nightmare's End,

to eliminate weakened enemies that are marked by the Reality Shift icon. Activate Reality Shift and use your stylus to sever the white links in each chain. However, you must do so with only three slashes across the Touch Screen. Wait a moment and watch the timing of the links to determine when they will all be onscreen, and then try to sever as many links as possible, even with a single stroke. There should be at least one instance where the white links align so that you can slash them all with only one stroke of the stylus. Practice Nightmare's End on the Dream Eaters that you encounter in your journey because it will come in handy later on.



Another thing to note about this area is that the item chests are mostly located on high rooftops. Slide into the sides of buildings and Flowmotion super-jump, then slide into the building again midair and super-jump again, repeating until the rooftop is reached. Sora's **Salvation** command is located in the chest on the tallest building. Equip Salvation in your Command Deck immediately, and use it to wipe out all surrounding enemies and restore Sora's own health simultaneously. The building where it is located is easily distinguished by red edges around the top, as well as yellow strips that trigger Flowmotion; the red and yellow edges are shown on your Touch Screen map. A "Special" Battle Portal may also appear atop this building.



If you walk the streets rather than use Flowmotion to climb buildings, you will come to a street corner in the southwest where a large building is wrapped in white neon. Approach this building until a Reality Shift marker appears. Then, successfully activate Reality Shift to chop the building down. Other such buildings exist throughout this stage; some must be destroyed to continue.



Make your way to the northwest of the section to find a chest containing the **Drak Quack Recipe**. Backtrack south and then east until you come to a set of stairs. Go up the stairs and observe the series of buildings wrapped in the familiar white neon. Use Reality Shift on this section of buildings to destroy them all at once. This creates a path that Sora can jump up easily. Once in the northeastern corner, destroy the Dream Eaters that appear and head west, to a pair of buildings covered in blue neon. Ascend these buildings and make your way to the building surrounded by a green glow. At this point, you can continue travelling south to make your way across the rooftops of the buildings around the area or head west off the side of the

building. At the base of this building is another blue neon covered building that you can use to either jump back up to the top of the building, or attain a great height that Sora can Glide from and easily go west to the next section of the map. From here, proceed northwest to the next area.

CONTORTED CITY

Head around the corner into an area full of "pulsing" blue buildings. Move into the small alley between the back two buildings and wait for the seismic ground here to throw Sora higher, so that he can land on one of the buildings and continue.

A series of white buildings rise to block Sora's path here, initially. Move to the central building and Reality Shift to knock all the buildings down. Afterward, jump up the ledges to the north to locate a chest containing his **Ars Arcanum** command. This is another fantastic attack that helps with this world's enemies, so equip it immediately. Due to slot constraints, you should replace Sonic Blade with this if it happens to still be in your deck.



Proceed toward the next building. Run down a short path on the left side to find a chest containing an **Elixir**, then use Reality Shift to knock down the next building blocking your path.



FALLING BUILDINGS COMING DOWN!

Proceed up the path and have Sora slide across a blue neon rail. Sora is hit with a double whammy: enemies appear while a building simultaneously falls from the sky on a collision course with him! Ignore the enemies for the moment and watch the building carefully. When within range, the building's target icon changes. Reality Shift and chop the building in half, and then you can do the same with the enemies. Continue north to the circular area, and follow it around to the central exit while flashing apart more falling buildings and enemies that appear in the path.



ENTER THE NIGHTMARE

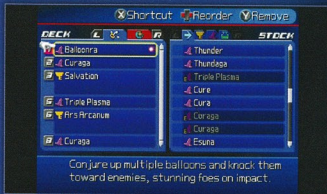
In the next area, save at the save point and buy anything you may still need from the Moogle shop. Take this opportunity to prepare your Command Deck for Sora's final battle (using the helpful tricks listed in the "Prep for Xemnas" box). Proceed south by way of the light-blue neon Flowmotion rails. Halfway down the straight, bare path you will trigger a scene.

PREP FOR XEMNAS

Sora has only one boss to fight before the end of the game, but it's a tough one! Unlike the rest of the game, Flowmotion attacks are unavailable in this battle. At the final save point in Nightmareish Abyss, prepare your Command Deck for some heavy lifting. The key to survival is

healing, and for that, you need two Curaaga commands in your deck. If you haven't completed Riku's side of The World That Never Was far enough to obtain a second Curaaga, consider dropping and playing as Riku until you find it in his part of the stage (later in this chapter). Space these two Curaaga commands apart in your deck, placing one second or third in your list and the other in the last slot. The reason for this is that you'll want to issue commands one after another without scrolling up or down to find the right command; frankly, the boss won't grant you the time!

The Salvation command is also key—after all, it damages everything in a wide radius around Sora and also restores his health. Consider this a third way to cure him, and set it in the middle of your deck. Ars Arcanum is also crucial, and it should go either at the beginning or near the end. This leaves space for two more commands, and they should both be projectile-based for balance. The best options turn out to be Balloonra/Balloonga and Triple Plasma.



An example deck that works well against Xemnas.



XEMNAS

Base HP	433.4
Base Attack	12.5
Base Magic	12.3
Base Defense	6.0
EXP Multiplier	0



Dodge the buildings Xemnas throws by rolling Sora under them. Upon reaching Xemnas' end of the stage, lock on to him and begin your assault.

Don't start by issuing any major commands, or Xemnas may cut you apart before the command is finished. Instead, just strike him a few times until he starts to move.

When Xemnas does launch into action, there's basically little you can do to stop him. He spins and somersaults around the area, attacking with twin laser blades up close and energy orbs from a distance. Block and counter his melee attacks and Dodge Roll to avoid incoming projectiles.

You must heal often and strike him more times per second than he strikes you. Times when he's spinning away with his laser blades is when you'll want to issue commands like Ars Arcanum, Salvation, and Curaga to counter the health drain. An effective way to avoid a majority of damage altogether is to roll to his side or behind him while he attacks, and strike him from his vulnerable flank. However, if rolling forward isn't possible, rolling away and



returning with a Sliding Sidewinder attack is also highly effective. Don't forget to link with your Spirits, whenever possible. A well timed Dual Link can deal serious damage to your silver-haired adversary!



At various times, Xemnas erects four white walls around Sora in an attempt to cage him. Momentarily, he fires a barrage of laser blasts into the cage. Avoid this by jumping out of the enclosed area, since there is no ceiling to stop this. However, avoid jumping toward Xemnas, or he can hit Sora with the laser barrage. Jump away from him and prepare for his next sword attack, incoming presently. However, since this is one of the only

opportunities that Sora has to use Flowmotion during this battle, a more aggressive option is to activate Flowmotion off any of the walls Xemnas erects, super-jump out, and attack him outside of the box. Flowmotion attacks can also be performed when Xemnas puts one white wall up in front of him as a shield.

When half his health is gone, Xemnas pulls a stunt and resets the battle area. You must then charge across open ground while he hurls buildings at Sora. Air Slide to the far left or far right side of the area, watch the bounce patterns of the approaching buildings, and attempt to roll Sora under them with the correct timing.



As you reach the end, Xemnas hurls one final building that knocks Sora into a dive. The boss pulls up yet another building and throws it at Sora. As it approaches, wait for the Reality Shift icon to appear on it and immediately trigger the mini-game. Slash the white links in the chains to destroy the building and reset the scene once again.



At this point, Xemnas is tired and huffing. Run toward Xemnas by Flowmotion sliding along the rails. However, avoid attempting a Flowmotion attack from the final rail, or Xemnas returns to form instantly. Instead, land near him and execute an Ars Arcanum attack. Not all of the hits may land, since he soon changes reality back to the former battlefield.

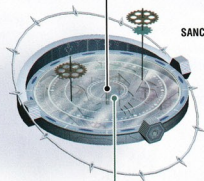
In the last moment of the battle, Xemnas ups the stakes by increasing the frequency and ferocity of his attacks. Your only hope to outlast him is to

do the same, and launch the commands in your deck quickly in such an order that a powerful attack is followed by healing spell. When you've issued all the commands, roll Sora away from Xemnas and fly back to attack with Sliding Sidewinders. Continue to block and counter his attacks, use Flowmotion when possible, watch your health and keep your fingers crossed for the end soon!



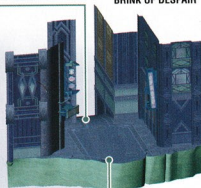
RIKU MAPS

BOSS: YOUNG XEHANORT



SANCTUM OF TIME

BRINK OF DESPAIR



BOSS: ARMORED VENTUS NIGHTMARE



STATION OF AWAKENING

SAVE



MEMORY'S
SKYSCRAPER

SHOP

RETURN TO
WORLD MAP

Keeba Tiger Recipe

Dream Candy

Dark Splicer

Dulcet Fantasy

Elixir

Curaga

Elixir

Confetti Candy 3

Doubleflight

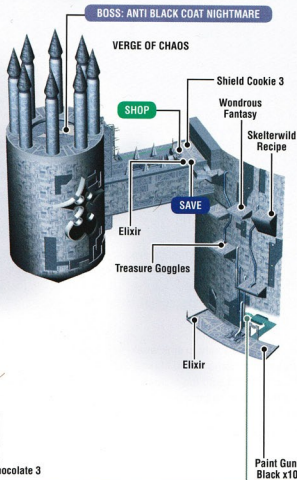
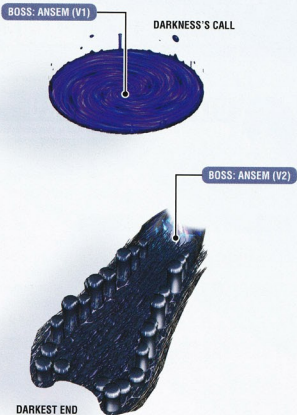
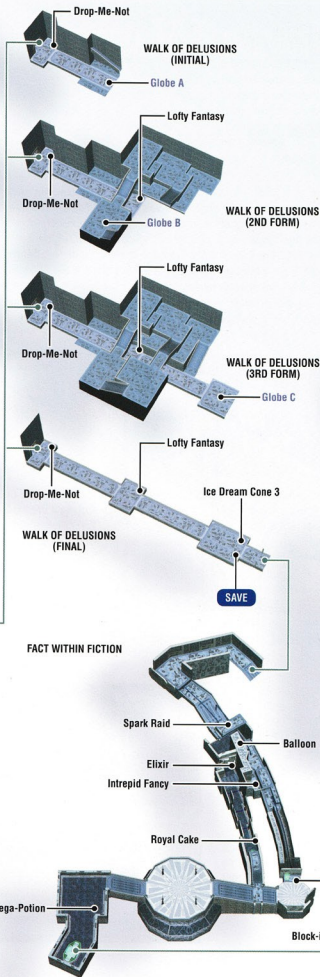
DELUSIVE BEGINNING

START

Dream Candy

SHOP

SAVE





THE WORLD That NEVER WAS: RIKU



DIVE MODE: RIKU

A Rank Prize: **Meteor**

Goal Ring Opens: Rack up **1300 prize points** before time runs out!

Ranking Data

CLEAR RANK MULTIPLIER DETERMINATION

CLEAR TIME	MULTIPLIER
1:05:00 or less	x1000
1:05:01 - 1:20:00	x500
1:20:01 - 1:50:00	x100
1:50:01 - 2:35:00	x50
2:35:01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
1,000,000 or more	A Gold Diver
430,000 - 999,999	B Silver Diver
429,999 or less	C Bronze Diver

Navigate around floating blocks to grab small clusters, then move through shafts created by layers of walls to have Riku dive through. The second set requires you to hit the first opening at just the right angle and steer casually to the right to keep Riku passing through holes without too many bumps. However, passing through these walls correctly means you can skip the third set by passing them on the left, and you can then accelerate to the goal ring.



DELUSIVE BEGINNING

After a brief scene, use the save point, and be sure to check the Moogles shop for new items and commands. Then, proceed up the ramp and take down a group of Dream Eaters that appear. The regular enemies are quite a bit tougher here than in other worlds, so employ attacks like Zero Graviza, Meteor, and Ice Barrage with regularity.

Take every opportunity to sink weakened enemies with Reality Shifts. This world features a mini-game called Mirage Split, where you must strategically slash across the Touch Screen with the stylus in order to cut through white links in chains sliding across the screen in three cuts or less. Take a moment to study the pattern of white link appearance, and you should notice convergence points at certain intervals that make it easy to slash through several or all of the links with a single stroke.



OPENING NEW DELUSIONS



Proceed up the ramp to encounter another group of Dream Eaters protecting a giant globe. Move near the globe and stage the battle there, so Riku can strike the globe by accident while fighting. The globe may also launch little death orbs that fire on Riku, and fighting near the globe puts you in a prime position to counterattack. If the

globe is not weakened even when the enemies are gone, continue striking it until a Reality Shift can be performed. Lock on to the globe and perform two consecutive Flowmotion Kick Dives off of nearby walls to quickly wear it down. Sever the white links in the sliding chains to destroy the globe and reveal the path to the rest of the area. Also, any enemies in the vicinity receive a large amount of damage when the globe is destroyed.

DEACTIVATE THE DANGEROUS CENTRAL GENERATOR

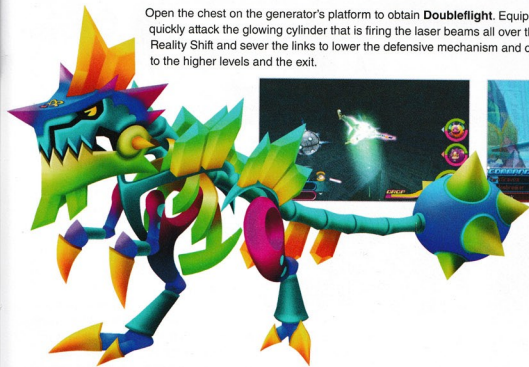
The north section of the Delusive Beginning area is inhabited by a powerful, central generator that defends itself against unwanted intruders by firing a constant barrage of laser beams all over the room. Since staying here to fight enemies is detrimental to Riku's health, head directly west and follow the corridor.

The west corridor leads to a group of Dream Eaters and a pipe that Riku can Flowmotion slide along. Travel along the pipe until reaching a platform with a glowing green pad. Use the pad to launch Riku up and back to another large pipe. Flowmotion along the pipe, onto a vertical pole stretching from the ceiling and then to the platform beyond. Here, you will find an **Elixir** and the **Keeba Tiger Recipe**. Drop back down to the first level to find a **Confetti Candy 3** and another **Elixir**. Travel back onto the glowing pad, this time using it to launch Riku toward another of the globe sentries. Dispatch any drones it launches and strike the globe until it is weak and a Reality Shift icon appears on it. Destroying the globe reveals a portal in the floor that, when dropped through, puts Riku in the central generator's protected shaft.

Open the chest on the generator's platform to obtain **Doubleflight**. Equip this later; for now, you must quickly attack the glowing cylinder that is firing the laser beams all over the room. Once it is weakened, Reality Shift and sever the links to lower the defensive mechanism and create a spiral bridge that leads to the higher levels and the exit.

DON'T FORGET YOUR LOOT!

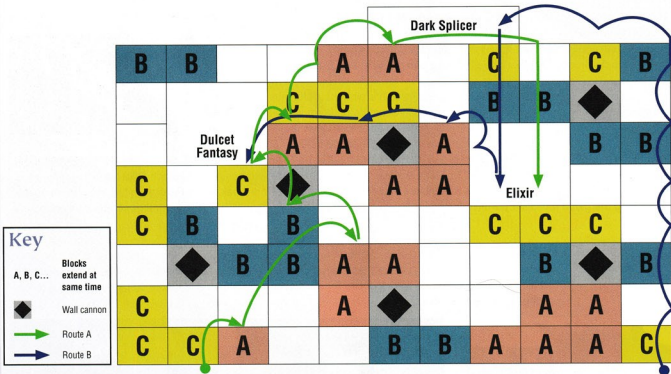
Not mentioned are the many treasures available in the room, which you should collect now before ascending the spiral bridge. A **Curaga** is in the chest at the top of the room, and even though Riku and Sora already have one of these to share it might be wise to have two later (hint-hint). And don't forget the four chests in the west chamber, two of which contain **Elixirs**.



OBTAIN RIKU'S DARK SPLICER

Ascend the spiral ramp erected by shutting down the central generator and divert into the east corridor. Fight your way into the large room at the end, where a sliding block puzzle threatens to prevent Riku from reaching three chests high up on the north wall. The electrified panels on the ends of the blocks negate the ability to use Flowmotion. You can, however, use the wall on the right side of the puzzle to Flowmotion super-jump your way to the top. Otherwise, wait for the blocks to slide out from the walls, and then jump on top of them. Have Riku leap to the next block before the one he's on slides back into the wall and drops him to the floor. You can activate Flowmotion by sliding into the sides of the blocks, but the low overhang above usually prevents Riku from jumping up too high. Watch out for the diamond-shaped protrusions, which detect movement and fire lasers. Refer to the graphic in this section of the guide to locate the three chests. Gradually make your way up to the top chest, which contains Riku's

Dark Splicer command. Although this command takes up two slots in your deck, equip it immediately to shorten your battles throughout *The World That Never Was* and subsequent boss fights. Make your way back to the room containing the large spiral ramp and head north to progress to the next area.



TRANSFORM THE WALK OF DELUSIONS



Collect the **Drop-Me-Not** from the chest on the left, then proceed east to the back of the room and take out another giant globe with attacks and a Reality Shift. The room transforms into a multi-level maze, and another item chest appears under the ramp to your left. Ascend the ramp, take out a large group of enemies, and then find another globe

on the south side of the upper level. Attack and Reality Shift the globe to transform the room again, this time adding a long hallway on the lower level to the east. Drop Riku to the ground floor and follow this hallway to yet another globe. Attack it and finish it with a Reality Shift to transform the room into its final form—a long straightaway. A third item chest containing an **Ice Dream Cone 3** appears near the east exit. Use the save point, and proceed.

FACT WITHIN FICTION

Continue to the second corner, and fight off a large group of enemies. Then, head north and stop at the first ledge. Directly ahead and above is a platform with a large chest, where the **Spark Raid** command is located. To reach it, have Riku hop onto the first rail, ride it to the end, then quickly jump and Air Slide once to land on the platform.

While there are many other item chests here, the area is also fraught with enemy encounters to such a degree that Riku could be held here longer than you would like. Fortunately, the path on the left is full of more pipes that you can have Riku Flowmotion slide upon to pass through quickly to the north area. Ascend the ramp to the east, defeat another large horde in the circular area, and then continue. After fighting off yet more enemies, access a nearby chest to claim a **Mega-Potion**. Then, step onto the glowing platform, examine the middle portion, and use the lift.



VERGE OF CHAOS

Open the two chests on the long balcony platform, and clear the area of the enemies that appear. Then, have Riku hop onto the large pipe and Flowmotion slide along it, up the side of the castle. Near where the first pipe ends, two pipes appear on either side.

Jump to the pipe on the right and ride it all the way to the top. While flying off the end, guide Riku onto the platform to the side. Ride the pipe located there all the way to the top and jump off to the right, where a chest contains the **Skelterwild Recipe**. Take a look to the north, and you'll see another platform. Jump across and collect a **Wondrous Fantasy**. Drop to a lower platform where **Treasure Goggles** are located, and then slide up the pipe nearby to reach the top level.



Open the chests on the upper level to collect an **Elixir** and a **Shield Cookie 3**, then return to the save point and use it. Also, use the nearby Moogleshop to prepare Riku for five boss fights in a row! When ready, jump onto the nearby pipe and Flowmotion slide to the first encounter.

FINAL BOSS READINESS

Make sure that all of Riku's best abilities are loaded onto his red Action Command Deck, especially Shadow Slide and Shadow Strike, Sliding Block (since Wake Up Block may no longer apply) and Counter Aura, Double Impact, and Doubleflight. All of these help to escape and reverse panic situations that arise in the battles ahead.

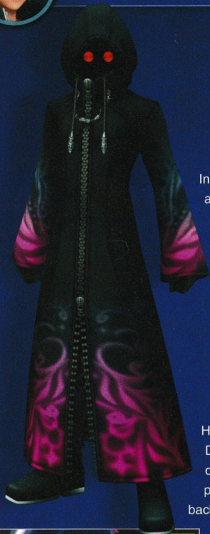


A good example of dual Curaga placement in the Combat Command Deck, early and late. Substitute Zantetsuken (if available) for Shadowbreaker and Timestorm.

As for the blue Combat Commands Deck, arrange them much as you probably did with Sora previously: at least two Curaga commands, placed early and near-last in your lineup so that you may cure quickly on the fly while launching command after command. Equip a homing projectile spell, either Balloonra or, preferably, Balloonga, and another projectile spell, such as Dark Firaga. Don't forget the old reliables: Dark Splicer and Shadowbreaker. Substitute Zantetsuken if acquired from a Spirit in place of Shadowbreaker. Many status-affecting spells will not work on the bosses ahead; specifically the Stop, Zero Gravity, Sleep, Bind, and Slow spells, so adjust accordingly.



ANTI BLACK COAT NIGHTMARE



Base HP	267.6
Base Attack	10.5
Base Magic	11.4
Base Defense	5.4
EXP Multiplier	0

In the warm-up to what is surely the main event to come, this Nightmare adopts a hit-and-run policy that has Riku chasing him around the area. Use your Touch Screen map to keep tabs on its location, or lock on as soon as possible for even easier tracking. You may need to reactivate the lock-on several times because the Nightmare warps frequently.



Have Riku perform rolls on approach to avoid its various homing projectiles. Dark Roll works especially well for avoiding its attacks and closing the distance. When roughly half the distance to the Nightmare, Air Slide and perform a Sliding Crescent to attack. At close range, the Nightmare strikes back just two or three times (which can be blocked) before warping away. Due to all the warping, it is ill-advised to launch into Zantetsuken or Dark Splicer attacks, since the opponent warps in and out of the attack. This renders these attacks inefficient compared to the usual attacks, and also leaves Riku vulnerable to counterattack. However, commands like Shadowbreaker work extremely well, and Balloonga and Dark Firaga are great to use as soon as the Nightmare warps to the other side of the area. While you may have to heal Riku once or twice, you can skip over Curaga commands to launch others for the majority of the battle. Also, this Nightmare's attacks can poison Riku, so consider having a Spirit in your party that can provide the Poison Block ability.



When the Anti Black Coat Nightmare's health is less than halfway through, it launches a dark vector at Riku on occasion. Should this vector hit you, it will hold Riku in midair while simultaneously dropping his HP down to one, so be ready with a healing spell after this. Another vicious attack by the shadowy fiend comes in the form of a dark circle appearing beneath Riku's feet. If Riku gets caught in this, it will deal significant damage, though not nearly as much as the dark vector attack. Just continue to chase the Nightmare and deal damage when you can, and the fight should end shortly.



ANSEM (Version 1)

Base HP	360.5
Base Attack	14.0
Base Magic	13.0
Base Defense	6.0
EXP Multiplier	0



Riku's eternal nemesis returns, pulling him into a floating abyss. Keep Ansem in lock-on as best you can. Launch Balloonga or Dark Firaga and then have Riku Air Slide toward him, hitting him with a Sliding Crescent at the same time your projectiles begin to land.

Ansem's main attacks consist of having his shadow self throw dark discs at Riku, tracking him even when he moves. It is best to wait until they are nearly about to hit Riku, then block. Blocking at the right moment should prevent any damage from befalling Riku. Ansem's other attack is mainly to charge straight at Riku with a purple force of energy emitted before him. The best way to dodge this is to, while locked onto Ansem, have Riku move to the side in only one direction. If you hold the Circle Pad to the left or right, Riku will fly in what looks like an oval on the Touch Screen map, avoiding Ansem all the way. Dodge Rolling with works as well, but is less reliable than the previous method. Repeatedly attack with Sliding Crescents to quickly move to the next phase of this battle.

When just a quarter of his health is gone, the Reality Shift marker appears on Ansem. Activate Reality Shift and sever the white links in three slashes or fewer to change the rules: now Riku stands on a solid platform, and he can run. This doesn't change your "bombard and strike simultaneously" strategy much, but Ansem does have a few more tricks up his sleeve. Occasionally, he moves his shadow-self out front, making himself invulnerable to attack from the front. If your Balloonga spell is handy, this is a great counter to his shadow-shielding, since the balloons home in on his "real" body. You can also make use of the time when Ansem—protected by his shadow self—is inactive by healing. When not defending, Ansem's shadow self can also lash out at Riku with a powerful swipe of his arm that you can block and counter. He smashes both arms down, on occasion. Many attacks during this phase are fairly slow and easy to see coming; consider waiting to block at the last second to execute a Shadow Slide/Shadow Strike combo.

When Ansem's HP gets low, his shadow self raises its arms and two orbs of electricity appear in his hands. Shortly thereafter, a string of lightning strikes travel in a straight line at Riku's current position. Avoid this by jumping and Air Sliding out of harm's way.

Late in the battle, Ansem may change the battlefield back to the way it used to be, causing Riku to no longer have solid footing. This does, however, revert his attacks to their earlier (easier to predict and avoid) status. However, in spite of these instances of attack and defense, you may get the sense that Ansem is merely waiting for you to deplete his life gauge so the real battle may begin...



ANSEM (Version 2)

Base HP 466.7

Base Attack 14.5

Base Magic 14.0

Base Defense 6.3

EXP Multiplier 0

Sealing himself in a giant cocoon, Ansem charges his shadow-self with handling the rest of the battle. Run to the edge of the straightaway area and assault the cocoon body with attacks. Ansem

defends himself with sudden punches that are hard to block, so keep an eye on your HP and start using Curaga commands as a natural action within your command lineup.

Occasionally, he flies backward to fire off an array of wind blades that travel upward, which you can easily

have Riku avoid by running away from the monster. As Riku retreats, notice the walls to either side, which make great points from which to launch Flowmotion counterattacks. If Riku is already a few feet back from the edge of the abyss when Ansem begins launching blades, you can also have Riku dodge the curving blades by jumping over them

with Doubleflight. Otherwise, keep hammering away at the cocoon body with attack commands and heal Riku every time Curaga comes up. Use Dark Splicer and Zantetsuken to reduce Ansem's life more quickly.



At odd intervals, Ansem warps reality to stretch the corridor, sending Riku some distance away. He then summons two Graviza orbs. Approach Ansem again while avoiding now-familiar projectiles, as well as the beams fired from the orbs. Launch Flowmotion attacks from the side walls to travel the distance more quickly. Stop just outside the two orbs. Moving between the orbs is unsafe, since Ansem sometimes summons a black mass to push Riku into one of the orbs and drain his health continuously. Instead, stand outside the danger zone and hit Ansem with Balloonga and Dark Firaga attacks, or heal.





Maintain this stance until Ansem attempts to launch the Graviza orbs at Riku, at which time you can easily dodge them. Dark Splicer can be very useful for the instances when Ansem sends you to the far end of the area. Make sure you are locked on to Ansem, and activate Dark Splicer to teleport right to his doorstep and attack.

When a little more than half his health is gone, Ansem summons a great darkness over the area. Tiny explosions of darkness begin popping up everywhere, which you can avoid simply by rolling away from lights forming on the ground. Again, if timing allows for it, this is another good opportunity to launch Balloonga or Dark Firaga at Ansem while you continue dodging dark bursts.



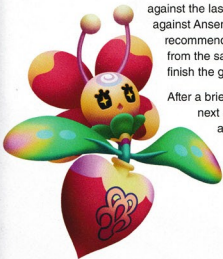
Another attack employed after the halfway point involves Ansem stretching reality so that Riku is at the back of the area, and then rolling giant balls at him. Dodge these by rolling left and right, but due to the size of the balls and the confusion they cause onscreen, you must only roll with the right timing. Turning your 3D up to full blast helps with determining Riku's actual distance to these striped balls.

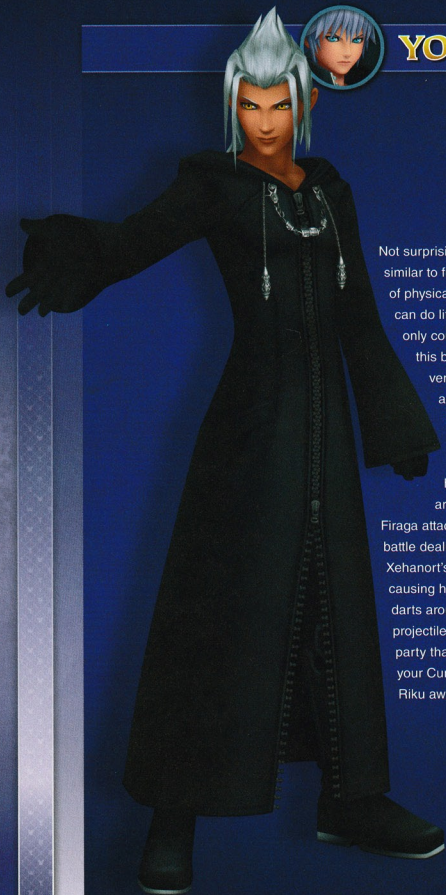
TAKE A BREAK!

Riku finds himself at Memory's Skyscraper, with access to a save point and Moogles shop. Examine the globe device nearby if you wish to return to the World Map and go back to other worlds. This is the only way to get back to the World Map, as this option has been disabled at the save point. The Command Deck setup mentioned earlier proves just as useful against the last two bosses as it did against Ansem, so there are no further recommendations. Proceed north from the save point when ready to finish the game.

After a brief event scene in the

next area, a friendly Komory Bat hovers near the edge of the cliff. In order to progress, approach the little guy and activate a Reality Shift. This special new Reality Shift is called Dreamline, and acts almost exactly like Faithline did in La Cité des Cloches, with the exception that you only have to connect the two points. Start from the bottom dot and connect it to the one at the top of the screen.





YOUNG XEHANORT

Base HP	325.2
Base Attack	12.6
Base Magic	12.8
Base Defense	6.0
EXP Multiplier	0

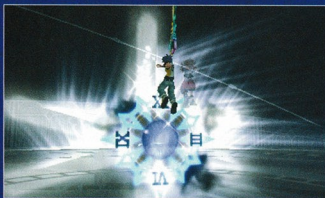
Not surprisingly, fighting this early version of Xehanort is quite similar to fighting Xemnas (as Sora) in terms of his speed of physical attack. As Xehanort warps around to attack, you can do little to block his Keyblade swipes and can therefore only counterattack and heal Riku. The main difference in this battle is that if you can draw him toward any of the vertical poles or walls in the area, Flowmotion attacks are at your disposal. Don't get carried away with this tactic, though, as you could find yourself swiping at nothing but air while Xehanort launches a massive attack from another angle. Times when he warps away to cast spells and fire projectiles are good opportunities to launch Balloonga or Dark Firaga attacks, but you'll mainly spend the first part of the battle dealing damage back and forth to one another. If Young Xehanort's projectiles hit you, they can cast Slow on Riku, causing him to move in painfully slow motion as Xehanort darts around the arena. Take care to block or dodge these projectiles as best you can. Having a Dream Eater in your party that can provide the Slow Block ability is helpful. Use your Curaga commands wisely and with good timing, rolling Riku away beforehand to create breathing room.



Watch for patterns in Xehanort's warping and successfully time a block and counter or Shadow Slide/Shadow Strike combo in response to many of his close range attacks. At certain points during the battle, the screen turns white and Xehanort launches hovering chunks of ice near Riku. Jump and Air Slide out of the way to avoid taking damage.

After you've launched numerous Dark Splicer and Zantetsuken attacks, and after Xehanort's health drops to his last full bar, his frequency of attacks increases to insane levels. The best strategy here is to run a few feet away and launch your next command, regardless of whether it heals or attacks. Let your attack commands carry Riku toward him, even if that means the first few strikes of the attack hit nothing but air. Go in swinging, as a boxer would say, because you've got him on the ropes.

But just as you think you've won, Xehanort pulls a final stunt: warping away, he erects a giant clock to hide behind. Destroy the clock before Xehanort turns back time, resetting the battle to a few moments ago when he had two and a half bars of health remaining. Simply strike the clock face a few times until its target icon changes, then use Reality Shift.

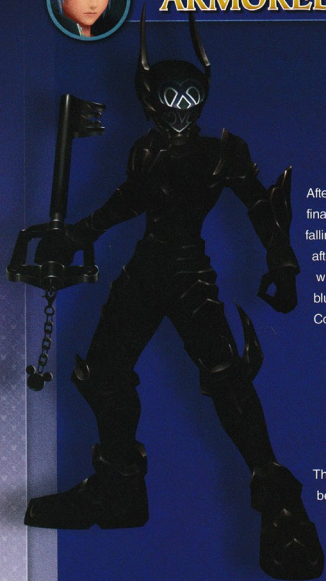


With the rules of reality changed, the clock face is now the target, while Xehanort is free to fly around assaulting Riku as he likes. Fly to the clock by using commands like Dark Splicer, Zantetsuken, or Shadowbreaker. If knocked away from the clock by Xehanort, hit it with projectile attacks. Xehanort will use fire

attacks and intense physical attacks in his efforts to prevent Riku from destroying his clock, but bypass him to continue attacking. Destroying the clock finally brings an end to this grueling battle. However, should you take too long in your attempts to destroy Xehanort's clock, he will succeed in rewinding time, and you will be forced to fight the last half of the battle over again.



ARMORED VENTUS NIGHTMARE



Base HP	208.4
Base Attack	12.5
Base Magic	12.5
Base Defense	6.0
EXP Multiplier	0

After quite a few scenes, Riku enters dive mode while heading for the final showdown. To land in the arena below, you must tag 30 of the Soras falling through space slower than Riku. Breaking for a brief moment after each body collected helps. Steer left and right tagging Soras while avoiding the blue glowing enemies. Enemies that lower their blue shields become targets that you can eliminate to obtain HP balls. Continue until 30 Soras are collected, then accelerate to the goal ring.



The battle itself is almost nothing more than a back-and-forth exchange between two Keyblade masters; there is little strategy required except to lock on to the Ventus Armor, launch an attack command, then move away to avoid its counterattack. With commands ordered as suggested before this series of battles, it should be little trouble to heal at the appropriate time, or cycle through just one or two commands to bring up your next Curaga.



Watch out for changes in behavior when the room switches from dark to white. At first, the Ventus Nightmare changes to liquid form and attempts to swirl in for an attack. However, its next point of landing is indicated by a small pooling effect on the floor, so you can avoid this

attack entirely simply by running away. Use Flowmotion attacks off of the walls at obtuse angles, easily out-pacing the fluid foe. When turning to liquid fails, the Ventus Nightmare resumes bodily form, at which point you probably notice a great shift in the room as it sinks back into the darkness, and you may launch another attack command.



Launch Flowmotion attacks when you can, rolling against the outer limits of the arena, hitting the invisible walls. You may have to lock-on to the Ventus Nightmare multiple times, due to its teleportation and the darkness of the room.



When one or more of his HP bars have been depleted, Ventus Nightmare shifts the room from darkness to light and may chase Riku around himself, rather than turning to a liquid ball.

Dodge him the same as before, and wait for the room to sink into darkness again. If you're feeling

adventurous, when it launches into a quick flurry of attacks, you should be able to pull off several counterattacks by continuously blocking. Be careful with this strategy, as you will probably not be able to block all of his attacks and some health depletion occurs.

Depleting the Armor's health is only the signal for the final round. Taking to flight, Riku now has only the "Nightmare Clash" command to use. Wait for Ventus to charge, then press **A** to attack. Try to match your attacks to his as best you can by pressing **A** in an almost rhythmic manner. If you should choose inaction, you will sustain damage, so this is not recommended. Pressing **A** the final time to use the "Finish" command is the only way to finally defeat your armored foe.



PHILOSOPHICAL QUESTIONS

During the epilogue, Riku is asked three questions by three different characters. The "correct" answers to each question are listed below:

1. "Losing something that's important."
2. "My close friends."
3. "To recover something important."

The ending continues in the same manner regardless of the answers chosen. However, the reason for giving the "correct" answers has to do with unlocking a secret bonus movie that plays after the credits and yet another movie. Once unlocked, this movie can be viewed from the Theater screen in the Mementos menu. A certain number of Trophies (listed in Game Introduction) must also be obtained in the Trophy Shelf screen of the Reports menu, as determined by the difficulty level chosen:

GAME MODE	CONDITIONS
Beginner mode	Clear the game + Obtain 13 or more trophies + Answer 3 questions correctly
Standard mode	Clear the game + Obtain 7 or more trophies + Answer 3 questions correctly
Proud mode	Clear the game + Obtain 5 or more trophies + Answer 3 questions correctly
Critical mode	Clear the game (Must complete one other game mode to unlock Critical mode)





THE COMMAND DECK

APPENDIX A

Here's a complete listing of all commands that can be acquired and placed in your Command Deck while playing *Kingdom Hearts 3DS: Dream Drop Distance*. This guide includes the in-game descriptions and adds some basic stats for each command action. The commands in each Command Deck group—Attack, Magic, Item, Movement, Defense, Reprisal, and Flowmotion—are listed alphabetically for easy reference.

ATTACK COMMANDS



Aerial Slam

Knock a foe into the air, then slash it again as you rocket downward and launch even more foes with the resulting shockwave.

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Launch strike	Physical	1.4	3	—	20
Dive strike	Physical	2.8	4	—	
Shockwave	Physical	1.4	3	—	



Sora only
Uses two slots
Unleash a blinding flurry of attacks.

Ars Arcanum

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Last attack	Physical	1.5	2	—	36
Other attacks	Physical	0.5	1	—	



Sora only
Perform a triple jump attack.

Blitz

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
First two strikes	Physical	2.0	2	—	22
Third strike	Physical	3.2	3	—	



Perform a high, leaping slash that causes ice to burst from the ground for additional damage.

Blizzard Edge

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Weapon	Blizzard	2.0	1	—	14
Iceicle	Blizzard	2.0	2	—	



Sora only

Break Time

Strike a slick pose. Results may vary. (It can restore HP to all allies in the field, refill your Drop Gauge, or reset its drain speed to normal—if it's sped up by certain enemy attacks—or fill up your Spirits' Link Gauges.)

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	—	—	—	50



Orbit your Keyblade around you, causing it to strike and possibly bind surrounding foes.

Circle Raid

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Physical	1.4	2	Bind (50%/3.3 sec)	32



Use magnetic force to pull in enemies, then launch them toward other foes to inflict damage.

Collision Magnet

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Magnetic phase	—	1.2	1	Magnet (100%/1.5 sec)	22
Launch phase	Physical	3.5	4	—	



Perform a spin attack that confuses some enemies.

Confusing Strike

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Physical	2.4	2	Confuse (100%/3.3 sec)	14



Riku only

Uses two slots

Multi-rush the enemy, then drive your Keyblade into the ground to make a shockwave.

Dark Aura

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Dash strike	Dark	0.4	1	—	42
Dive attack	Dark	4.8	3	—	
Pillar of Darkness	Dark	1.2	2	—	



Dark Break

Riku only

Leap above enemies and rocket toward them three times, generating shockwaves on the final impact.

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Dash strike	Dark	1.6	1	—	22
Shockwave	Dark	1.6	2	—	



Dark Splicer

Riku only

Uses two slots

Stop an enemy in its tracks, then warp around as you pummel it.

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Stop attack	—	0	0	Stop (100%/Until attacks end)	32
Last attack	Dark	1.5	2	—	
Other attacks	Dark	1.0	1	—	



Drain Dive

Create a shockwave that will drain HP from surrounding ground-based foes.

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Dive strike	Physical	0.8	0	—	20
Shockwave	Physical	1.3	3	—	



Fire Windmill

Spin the Keyblade like a windmill as you rush the enemy, landing multiple hits and possibly igniting targets.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Fire	1.1	1	Fire (50%/2 sec)	24



Gravity Strike

Perform a spin attack that puts some enemies into zero gravity.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Physical	0.6	2	Zero Gravity (100%/3.3 sec)	18



Icebreaker

Unleash an icy attack that freezes some enemies, then follow with a fire attack that can potentially ignite them.

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
First two strikes	Blizzard	0.8	1	—	32
Third strike	Blizzard	0.8	1	Freeze (100%/3.3 sec)	
Strikes 4-6	Fire	0.8	2	Burning (50%/2 sec)	



Riku only

Limit Storm

Unleash a desperate spin attack that is strongest when you are low on HP. (Your Power Magnification Ratio and Reaction Value both double if your HP is below 25 percent of its max value.)

CONDITION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
HP above 25% max	Physical	1.0	1	—	22
HP below 25% max	Physical	2.0	2	—	



Magnet Spiral

Use magnetic force to pull in nearby enemies, then send them all flying with a spin attack.

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Magnet phase	—	0	0	Magnet (100%/3 sec)	36
Spinning weapon strike	Physical	4.8	4	—	



Riku only

Uses two slots

Muster energy in midair, then slash groundward as meteors rain down.

Meteor Crash

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Piercing strike	Physical	7.4	4	—	46
Meteor strike	Fire	1.8	2	—	



Poison Dive

Create a toxic shockwave that may poison some surrounding ground-based foes.

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Dive strike	Physical	1.8	0	—	28
Shockwave	Physical	2.8	3	Poison (50%/6 sec)	



Prism Windmill

Spin the Keyblade like a windmill as you rush the enemy, landing multiple hits.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Physical	2.0	2	—	32



Quick Blitz

Perform a high, leaping slash.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Physical	2.8	3	—	10



Sacrifice

Riku only

Expend HP to perform a single, powerful attack. (The attack uses 25 percent of your remaining HP)

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Physical	6.9	3	—	26



Salvation

Sora only

Uses two slots

Create a vortex of light that lifts enemies, restoring some of your HP in the process.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Light	7.6	4	—	46



Shadowbreaker

Assail enemies with two spin attacks in a row: one of darkness, then one of light.

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
First spin attack (strikes 1-3)	Dark	0.9	1	—	36
Second spin attack (strikes 4-6)	Light	0.9	2	—	



Sliding Dash

Punish faraway enemies with a charging attack.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Physical	3.0	4	—	10



Sora only

Perform a triple jump attack. A symbol is displayed for each hit; match all three to obtain prizes.

Slot Edge

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
First two attacks	Physical	1.8	2	—	20
Third attack	Physical	2.6	3	—	



Sora only

Uses two slots

Rush the enemy multiple times.

Sonic Blade

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Last attack	Physical	1.4	3	—	36
Other attacks	Physical	0.9	1	—	



Create an electric shockwave that may stun some surrounding ground-based foes.

Spark Dive

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Dive strike	Physical	1.4	0	—	22
Shockwave	Physical	2.1	4	Stun (50%/3.3 sec)	



Throw the Keyblade at the enemy. If it connects, the Keyblade will split into beams of light that fly in all directions. (Note that these beams inflict Physical damage, not Light.)

Spark Raid

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Physical	1.3	2	—	36



Throw the Keyblade at the enemy. Stuns some foes.

Strike Raid

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Physical	0.5	2	Stun (50%/3.3 sec)	22



Shroud yourself in electricity and punish enemies with a charging attack.

Thunder Dash

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Thunder	4.6	4	—	18



Timestorm

Spin the Keyblade like a windmill as you rush the enemy, landing multiple hits and inflicting Slow or Stop.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Physical	1.4	1	Slow or Stop (50%/3.3 sec)	30



Tornado Strike

Perform a spin attack and create a vortex that lifts enemies into the air.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Physical	2.0	2	—	22



Zantetsuken

Riku only

Uses two slots

Stop an enemy in its tracks, then dispatch it with one powerful slash.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	4.8	4	—	32
—	7.7	4	Zantetsuken (100%)	



MAGIC COMMANDS

Some groups of magic commands feature essentially the same attack but differ only in intensity or projectile size—for example, the three icy attacks (Blizzard, Blizzara, and Blizzaga), or the three fireball attacks (Fire, Fira, and Firaga). Note that this guide does not divide the command list into such groups but instead leaves the commands in an overall alphabetical order for easier reference.



Balloon

Conjure up a ring of balloons that burst on contact, bouncing enemies into the air and stunning them. (Five balloons that float for 8 seconds.)

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	2.5	3	Stun (50%/3.3 sec)	12



Balloonga

Conjure up a huge balloon that bursts on contact, stunning foes and releasing more balloons for additional damage.

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Huge balloon	—	3.0	4	Stun (50%/3.3 sec)	26
Small balloons	—	0.5	2	Stun (50%/3.3 sec)	



Balloonra

Conjure up multiple balloons and knock them toward enemies, stunning foes on impact.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	1.5	3	Stun (50%/3.3 sec)	18



Bind

Bind any enemies grouped around your lock-on target, forcing them to stay in one place.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0	—	Bind (100%/6 sec)	16



Blackout

Blind surrounding enemies and stop them from attacking you.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0	—	Blind (100%/6 sec)	16



Blizzaga

Blast enemies head-on with a huge chunk of ice that cuts right through and potentially deals multiple hits.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Blizzard	1.8	2	—	26



Blizzara

Blast enemies head-on with a large chunk of ice that cuts right through and potentially deals multiple hits.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Blizzard	1.4	2	—	18



Blizzard

Blast enemies head-on with a small chunk of ice that cuts right through and potentially deals multiple hits.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Blizzard	1.0	1	—	12



Confuse

Confuse surrounding enemies and cause them to attack each other.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0	—	Confuse (100%/6 sec)	16



Cura

Restore a large amount of HP to yourself and Spirits. (The amount restored is 100 HP)

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	—	—	—	24



Curaga

Restore a huge amount of HP to yourself and Spirits. (The amount restored is 200 HP)

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	—	—	—	30



Cure

Restore a small amount of HP to yourself and Spirits. (The amount restored is 50 HP)

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	—	—	—	20



Dark Firaga

Riku only

Launch a ball of dark fire toward enemies that splits apart and ignites some foes.

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Before fireball splits	Dark	6.0	2	Burning (50%/3 sec)	26
Mini-fireballs after split	Dark	1.2	1	Burning (20%/3 sec)	



Deep Freeze

Uses two slots

Perform a spin attack that chills the air around you and freezes enemies you touch.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Blizzard	4.5	1	Freeze (100%/6 sec)	—



Esuna

Eliminate all negative status effects from yourself and Spirits.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	—	—	—	10



Faith

Sora only

Uses two slots

Unleash a colonnade of light that deals damage to enemies while restoring your HP. (Also restores HP of nearby Spirits.)

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Light	0.8	4	—	40



Fira

Launch a large ball of fire toward enemies.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Fire	4.0	3	—	18



Firaga

Launch a huge ball of fire toward enemies.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Fire	5.0	4	—	26



Firaga Burst

Uses two slots

Create an orb of fire overhead that shoots a burst of smaller fireballs toward foes.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Fire	0.8	1	Burning (50%/3 sec)	30



Fire

Launch a small ball of fire toward enemies.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Fire	3.0	2	—	12



Ice Barrage

Uses two slots

Knock enemies into the air by creating chunks of ice directly beneath them.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Blizzard	2.4	2	—	30



Icicle Splitter

Launch a chunk of ice, then smash through it, damaging surrounding foes with the shards.

ACTION	DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Initial projectile	Blizzard	1.0	1	—	18
Weapon strike	Blizzard	2.0	2	—	
Ice shards	Blizzard	0.4	1	—	



Mega Flare

Uses two slots

Launch a deadly fireball that triggers a blast no enemy can escape. Ignites foes.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Fire	8.0	4	Burning (30%/3 sec)	46



Meteor

Riku only

Uses two slots

Bring meteors crashing down on the whole area, triggering a mighty explosion.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	6.0	4	—	46



Mini

Temporarily reduce the size of enemies, halving their Strength and Defense. Just touching mini foes will deal damage.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0	—	Mini (100%/6 sec)	20



Poison

Launch a glob of poison at enemies. Poisoned foes will take continual damage for a limited time.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0	—	Poison (100%/8 sec)	16



Sleep

Put nearby enemies to sleep for a short time. If you are put to sleep, the Drop Gauge's speed will increase.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0	—	Sleep (100%/6 sec)	16



Sleepga

Put enemies within a wide radius to sleep. If you are put to sleep, the Drop Gauge's speed will increase.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0	—	Sleep (100%/12 sec)	20



Sleepra

Put enemies in a larger radius to sleep. If you are put to sleep, the Drop Gauge's speed will increase.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0	—	Sleep (100%/8 sec)	18



Slow

Manipulate time to slow down the movement of any enemies grouped around your lock-on target.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0	—	Slow (100%/6 sec)	16



Spark

Sora only

Summon a ring of revolving light crystals that deal damage to enemies.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Light	0.5	1	—	12



Sparkga

Sora only

Uses two slots

Summon three rings of revolving light crystals that deal damage to enemies.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Light	1.2	1	—	36



Sora only
Summon two rings of revolving light crystals that deal damage to enemies.

Sparkra

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Light	0.7	1	—	20



Manipulate time to bring surrounding enemies' movement to a complete halt.

Stop

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0	—	Stop (100%/6 sec)	24



Strike enemies in a wide radius with lightning. The lightning will jump to other nearby foes if it connects.

Thundaga

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Thunder	2.0	2	—	26



Strike a larger radius of enemies with lightning. The lightning will jump to other nearby foes if it connects.

Thundara

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Thunder	1.6	2	—	18



Strike nearby enemies with lightning. The lightning will jump to other nearby foes if it connects.

Thunder

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Thunder	1.2	2	—	12



Turn nearby foes into ticking time bombs. When they go off, they will damage surrounding enemies.

Time Bomb

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0	—	Time Bomb (100%)	20



Sora only
Uses two slots

Use the Circle Pad to control a whirlwind. Drag foes into the vortex for continual damage.

Tornado

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	3.2	0	—	32



Launch three bolts of electricity toward enemies.

Triple Plasma

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
Thunder	0.8	1	—	20



Make yourself invisible to foes and harder to hit. (The effect lasts about 15 seconds.)

Vanish

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	—	—	—	34



Create a huge anti-gravity field and send foes into a drift for continual damage. Hit floating enemies to confuse them.

Zero Graviga

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0.3	0	Zero Gravity (100%/6.7 sec)	26



Create a large anti-gravity field and send foes into a drift for continual damage. Hit floating enemies to confuse them.

Zero Gravira

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0.3	0	Zero Gravity (100%/5.3 sec)	20



Create a small anti-gravity field and send foes into a drift for continual damage. Hit floating enemies to confuse them.

Zero Gravity

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0.3	0	Zero Gravity (100%/4 sec)	12



Create an anti-gravity field and pull drifting foes toward you for continual damage.

Zero Graviza

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)	RELOAD TIME (IN SECONDS)
—	0.6	0	Magnet (100%)	26



ITEM COMMANDS



Dream Candy

Maximum number in deck: 3

Can be used once to partially fill your Spirits' Link Gauges. (Adds 50 percent of your gauge's max.)



Megalixir

Maximum number in deck: 2

Can be used once to fully restore HP, charge Link Gauges/Command Gauges, reset the Drop Gauge, and eliminate negative status effects.



Drop-Me-Never

Maximum number in deck: 2

Can be used once to restore a large portion of the Drop Gauge and reset drop speed. (Restores the Drop Gauge completely.)



Mega-Potion

Maximum number in deck: 3

Can be used once to completely restore HP to yourself and Spirits. (Restores 400 HP.)



Drop-Me-Not

Maximum number in deck: 2

Can be used once to restore a small portion of the Drop Gauge and reset drop speed. (Restores 50 percent of the Drop Gauge.)



Panacea

Maximum number in deck: 3

Can be used once to eliminate all negative status effects.



Elixir

Maximum number in deck: 2

Can be used once to fully restore you and your Spirits' HP and charge all Link Gauges. Also eliminates all negative status effects.



Potion

Maximum number in deck: 6

Can be used once to restore a small amount of HP to yourself and Spirits. (Restores 50 HP.)



Hi-Potion

Maximum number in deck: 4

Can be used once to restore a large amount of HP to yourself and Spirits. (Restores 150 HP.)





MOVEMENT COMMANDS



Air Slide

Press **O** in midair for a burst of speed.



High Jump

Press **O** to jump higher than normal.



Dark Roll

Riku only
Melt into the shadows to escape harm.



Jump

Press **O** to jump.



Dodge Roll

Hold Control Stick and press **O** to quickly roll out of harm's way.



Shadow Slide

Riku only
Press **O** before an attack connects to instantly swing around behind the attacker.



Doubleflight

Riku only
Press **O** mid-jump to leap even higher into the air.



Slide Roll

Sora only
Hold Control Stick and press **O** to quickly roll far out of harm's way.



Double Impact

Press **O** during a Sonic Impact (see Sonic Impact) to perform a second charging attack that sends enemies flying.



Sonic Impact

Press **O** while Air Sliding (see Air Slide), or while rolling, to perform a charging attack that sends enemies flying.



Glide

Sora only
Hold **O** in midair to glide.



Superglide

Sora only
Hold **O** in midair to glide at high speed.



DEFENSE COMMANDS



Block

Press **O** to block head-on attacks. (That is, any attack that hits from a 180-degree arc in front of you.)



Sliding Block

Block a head-on attack with **O** to knock the attacker into the air.



Dark Barrier

Riku only
Block attacks from any direction by pressing **O**.



Wake-up Block

Block head-on attacks with **O** to slow down the Drop Gauge.



Link Block

Sora only
Press **O** just before a Spirit gets hit to warp in front of it, block the attack, and charge the Spirit's Link Gauge.



REPRISAL COMMANDS

Reprisals are counter-maneuvers that you can trigger immediately after an enemy strikes at you. A "reprisal" can be a counterattack, a follow-up strike after a block or slide maneuver, or a recovery move to right yourself after an enemy's knockdown hit.



Aerial Recovery

Press **○** after an attack knocks you into the air to right yourself.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE
—	—	—



Rapid Descent

Riku only
After launching a foe into the air, press **○** to perform a jump attack and slam them into the ground.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE
Physical	3.0	3



Counter Aura

Riku only
Install under a Block command.
Press **○** right after a successful block (see Block under Defense) to blow away nearby foes with a dark aura.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE
Dark	3.0	4



Shadow Strike

Riku only
Install under Shadow Slide.
Press **○** right after a successful shadow slide (see Shadow Slide under Movement) to follow with an overhead slash.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE
Physical	First three hits: 0.5 Fourth hit: 1.5	First three hits: 1 Fourth hit: 3



Counter Rush

Sora only
Install under a Block command.
Press **○** right after a successful block (see Block under Defense) to counter with a flurry of blows.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE
Physical	1.0	4



Sliding Crescent

Riku only
Install under a slide command.
Slide with **○** and then press **○** to perform a spin attack that knocks foes into the air.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE
Physical	1.2	4



Payback Blast

Riku only
Press **○** after an attack knocks you into the air to retort with a dark projectile.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE
Dark	2.5	4



Sliding Sidewinder

Sora only
Install under a slide command.
Slide with **○** and then press **○** to perform a spin attack.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE
Physical	0.8	4



Payback Raid

Sora only
Press **○** after an attack knocks you into the air to right yourself and strike back.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE
Physical	1.2	4



Steep Climb

Sora only
After launching a foe into the air, press **○** to perform a spin attack and knock them even higher with the vortex.

DAMAGE TYPE	POWER MAGNIFICATION RATIO	REACTION VALUE
Physical	1.0	3



FLOWMOTION COMMANDS



Blow-off

Press **○** while spinning around a large enemy to hurt it toward other foes.

POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)
2.8	4	Stun (25%/5 sec)



Buzz Saw

Press **△** during a vertical pole spin to perform a spin attack.

ACTION	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)
First time	0.5	1	—
Second time		3	Stun (10%/5 sec)



Kick Dive

Press **△** after a wall kick to spin toward the enemy and generate shock waves on the ground.

ACTION	POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)
Spin strike	0.5	1	—
Shockwaves	2.5	4	Stun (25%/5 sec)



Pole Spin

Slide toward vertical poles and columns with **▼** to spin around them and knock any nearby enemies you hit into the air.

POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)
0	0	Magnet (100%/1 sec)



Pole Swing

Slide toward horizontal poles and columns with **▼** to swing around them.

POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)
0	0	Magnet (100%/1 sec)



Rail Slide

Slide at high speed along ropes, rails, and more.

POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)
0.01	0	—



Shock Dive

Press **○** after a superjump to slash groundward and generate shockwaves on impact.

POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)
3.5	4	Stun (25%/5 sec)



Sliding Dive

Press **○** during a rail slide to warp next to an enemy and perform a slash.

POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)
1.7	3	Stun (10%/5 sec)



Wheel Rush

Press **○** during a horizontal pole swing to whirl toward enemies and deal damage.

POWER MAGNIFICATION RATIO	REACTION VALUE	STATUS EFFECT (CHANCE/DURATION)
1.7	4	Stun (10%/5 sec)



ITEMS

APPENDIX B

KEYBLADES



Kingdom Key

The Keyblade Sora began his journey with. It provides a balanced boost in Strength and Magic.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
5	4	75	20	5

ACQUIRED

At game start



Way to the Dawn

The Keyblade Riku began his journey with. It provides a balanced boost in Strength and Magic.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
5	4	85	10	5

ACQUIRED

At game start



Skull Noise

A Keyblade that provides a balanced boost in Strength and Magic.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
7	7	85	20	5

ACQUIRED

Traverse Town cleared



Guardian Bell

A Keyblade with long reach that provides an extra boost in Magic.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
7	10	98	20	5

ACQUIRED

La Cité des Cloches cleared



Ferris Gear

A Keyblade that triggers fewer Reality Shifts but compensates with an extra boost in Strength and Magic.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
8	8	85	20	3

ACQUIRED

Prankster's Paradise cleared



Ocean's Rage

A Keyblade that lands fewer critical hits but compensates with a boost in Magic and more frequent Reality Shifts.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
8	10	98	10	10

ACQUIRED

Prankster's Paradise cleared



Dual Disc

A Keyblade that provides an extra boost in Strength and makes it easier to land critical hits.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
10	7	98	30	5

ACQUIRED

The Grid cleared



Knockout Punch

A Keyblade that lands fewer critical hits but compensates with a Strength boost and more frequent Reality Shifts.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
12	10	113	10	10

ACQUIRED

Traverse Town (Revisited) cleared



All for One

A Keyblade that triggers fewer Reality Shifts but compensates with a boost in Magic and more frequent critical hits.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
10	12	98	30	3

ACQUIRED

Country of the Musketeers cleared



Counterpoint

A Keyblade with long reach that provides an extra boost in Magic and makes it easier to trigger Reality Shifts.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
12	14	113	20	10

ACQUIRED

Symphony of Sorcery cleared



Sweet Dreams

A Keyblade with long reach that provides an extra boost in Strength and makes it easier to land critical hits.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
14	12	113	30	5

ACQUIRED

Beat Flick Rush



Divewing

A Keyblade that provides an extra boost in Magic and makes it easier to land critical hits.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
12	15	113	30	5

ACQUIRED

Complete all dives



End of Pain

A Keyblade that triggers fewer Reality Shifts but compensates with a boost in Magic and more frequent critical hits.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
14	16	113	30	3

ACQUIRED

Clear all special Portals



Ultima Weapon

An outstanding Keyblade that boosts all stats and makes it easy to both land critical hits and trigger Reality Shifts.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
16	16	113	30	10

ACQUIRED

Defeat Julius



Unbound

Keyblade perfection! It boosts all stats, while making it easy to land critical hits and even easier to trigger Reality Shifts.

STRENGTH	MAGIC	BLADE LENGTH	% CHANCE OF CRITICAL HIT	REALITY SHIFT % CHANCE CRITICAL HIT
18	14	113	30	20

ACQUIRED

Clear all secret Portals

DREAM PIECES


Here's a full list of all the items used to create Spirit companions, along with the price points at which you can buy and sell them.



Fleeting Figit

An everyday material used to bring Spirits to life. Energy swirls about inside, faster than the eye can see.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
150	120	75



Fleeting Fancy

A superior material used to bring Spirits to life. Energy swirls about inside, faster than the eye can see.


BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
300	240	150



Fleeting Fantasy

A rare material used to bring Spirits to life. Energy swirls about inside, faster than the eye can see.


BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
—	800	500



Lofty Figit

An everyday material used to bring Spirits to life. It feels light, like it's trying to get back to the sky.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
100	80	50



Lofty Fancy

A superior material used to bring Spirits to life. It feels light, like it's trying to get back to the sky.


BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
400	320	200



Lofty Fantasy

A rare material used to bring Spirits to life. It feels light, like it's trying to get back to the sky.


BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
—	—	400



Rampant Figit

An everyday material used to bring Spirits to life. It bounces around as if it can't wait to be free.


BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
50	40	25



Rampant Fancy

A superior material used to bring Spirits to life. It bounces around as if it can't wait to be free.


BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
200	160	100



Rampant Fantasy

A rare material used to bring Spirits to life. It bounces around as if it can't wait to be free.


BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
—	400	250



Dulcet Figit

An everyday material used to bring Spirits to life. It hums with a strangely beautiful energy.


BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
100	80	50



Dulcet Fancy

A superior material used to bring Spirits to life. It hums with a strangely beautiful energy.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
400	320	200



Dulcet Fantasy

A rare material used to bring Spirits to life. It hums with a strangely beautiful energy.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
—	800	500



Malleable Fantasy

A precious material that can bring a rare Spirit to life. It feels both soft and firm at the same time.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	1000
—	—	



Prickly Fantasy

A precious material that can bring a rare Spirit to life. Be careful not to squeeze it too tightly!

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	1000
—	—	



Wild Fantasy

A precious material that can bring a rare Spirit to life. This energy *really* wants to get loose!

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	1000
—	—	



Epic Fantasy

A precious material that can bring a rare Spirit to life. Great power begins with small dreams.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	1000
—	—	



Charming Fantasy

A precious material that can bring a rare Spirit to life. Pure, undiluted cuteness—shield your eyes!

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	1000
—	—	



Brilliant Fantasy

A precious material that can bring a rare Spirit to life. You almost need sunglasses to look at it.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	1000
—	—	



Intrepid Fgment

An everyday material used to bring Spirits to life. Just touching it feels dangerous.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	25
50	40	



Intrepid Fancy

A superior material used to bring Spirits to life. Just touching it feels dangerous.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	200
400	320	



Intrepid Fantasy

A rare material used to bring Spirits to life. Just touching it feels dangerous.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	500
—	800	



Savage Fantasy

A rare material used to bring Spirits to life. Whatever energy lurks inside longs to do harm.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	1000
2000	1600	



Noble Fgment

An everyday material used to bring Spirits to life. Just looking at it fills you with purpose.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	50
100	80	



Noble Fancy

A superior material used to bring Spirits to life. Just looking at it fills you with purpose.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	100
200	160	



Noble Fantasy

A rare material used to bring Spirits to life. Just looking at it fills you with purpose.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
—	640	400



Grim Fgment

An everyday material used to bring Spirits to life. It is unyielding and cool to the touch.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
50	40	25



Grim Fancy

A superior material used to bring Spirits to life. It is unyielding and cool to the touch.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
300	240	150



Grim Fantasy

A rare material used to bring Spirits to life. It is unyielding and cool to the touch.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
300	240	150



Vibrant Fgment

An everyday material used to bring Spirits to life. Hold its light close, and you'll feel right as rain.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
50	40	25



Vibrant Fancy

A superior material used to bring Spirits to life. Hold its light close, and you'll feel right as rain.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
200	160	100



Vibrant Fantasy

A rare material used to bring Spirits to life. Hold its light close, and you'll feel right as rain.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
—	400	250



Troubling Fgment

An everyday material used to bring Spirits to life. It feels heavy, as though something is dragging it down.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
50	40	25



Troubling Fancy

A superior material used to bring Spirits to life. It feels heavy, as though something is dragging it down.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
100	80	50



Troubling Fantasy

A rare material used to bring Spirits to life. It feels heavy, as though something is dragging it down.

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
—	400	250



Wondrous Fgment

An everyday material used to bring Spirits to life. Who knows what weird power it holds?

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
150	120	75



Wondrous Fancy

A superior material used to bring Spirits to life. Who knows what weird power it holds?

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
300	240	150



Wondrous Fantasy

A rare material used to bring Spirits to life. Who knows what weird power it holds?

BUY PRICE		SELL PRICE
NORMAL	BARGAIN	
400	320	200

KEY ITEMS

All but one of the “key items” found in *Dream Drop Distance* are Spirit recipes. The lone non-recipe item is the Stage Gadget, a contraption used to control The Opéra’s stage equipment in the Country of the Musketeers.

Below is a complete list of all the Spirit recipes available in the game. Each recipe uses specific ingredients to create the Spirit named. To use a recipe, open the main menu and select Spirits, then press **+** to open the Spirit menu. Tap the Create Spirits button to open your recipe book; each page holds up to nine recipes. Select a recipe to see the basic ingredients listed at the bottom.

Meow Wow Recipe
Tama Sheep Recipe
Yoggy Ram Recipe
Komory Bat Recipe
Pricklemane Recipe
Hebby Repp Recipe
Sir Kyroo Recipe
Toximander Recipe
Fin Fatale Recipe
Tatsu Steed Recipe
Necho Cat Recipe
Thunderaffe Recipe

Kooma Panda Recipe
Pegaslick Recipe
Iceguin Ace Recipe
Peepsta Hoo Recipe
Escarglow Recipe
KO Kabuto Recipe
Wheelflower Recipe
Ghostabocky Recipe
Zolephant Recipe
Juggle Pup Recipe
Halbird Recipe
Staggerceps Recipe

Fishboné Recipe
Flowbermeow Recipe
Cyber Yog Recipe
Chef Kyroo Recipe
Lord Kyroo Recipe
Tatsu Blaze Recipe
Electricorn Recipe
Woelflower Recipe
Jestabocky Recipe
Eaglider Recipe
Me Me Bunny Recipe
Drill Sye Recipe

Tyranto Rex Recipe
Majik Lapin Recipe
Cera Terror Recipe
Skelterwild Recipe
Ducky Goose Recipe
Aura Lion Recipe
Ryu Dragon Recipe
Drak Quack Recipe
Keeba Tiger Recipe
Meowjesty Recipe
Sudo Neku Recipe
Ursa Circus Recipe

TRAINING TOYS

Here’s a quick list of all the training items you can use to upgrade and customize your Spirits.

Treats



Confetti Candy

A sweet treat that Spirits like. It sometimes boosts Strength and changes a Spirit's disposition.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
30	24	15	



Shield Cookie

A sweet treat that Spirits like. It sometimes boosts Defense and changes a Spirit's disposition.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
30	24	15	



Block-it Chocolate

A sweet treat that Spirits like. It sometimes boosts Magic Resistance and changes a Spirit's disposition.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
30	24	15	



Ice Dream Cone

A sweet treat that Spirits like. It sometimes boosts Magic and changes a Spirit's disposition.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
30	24	15	



Royal Cake

The ultimate treat. It can potentially boost any of your Spirit's stats.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
—	—	120	



Confetti Candy 2

A yummy treat that Spirits love. It sometimes boosts Strength and changes a Spirit's disposition.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
120	96	60	



Shield Cookie 2

A yummy treat that Spirits love. It sometimes boosts Defense and changes a Spirit's disposition.

NORMAL	BUY PRICE		SELL PRICE
		BARGAIN	
120		96	60



Block-it Chocolate 2

A yummy treat that Spirits love. It sometimes boosts Magic Resistance and changes a Spirit's disposition.

NORMAL	BUY PRICE		SELL PRICE
		BARGAIN	
120		96	60



Ice Dream Cone 2

A yummy treat that Spirits love. It sometimes boosts Magic and changes a Spirit's disposition.

NORMAL	BUY PRICE		SELL PRICE
		BARGAIN	
120		96	60



Confetti Candy 3

A stellar treat that Spirits can't resist. It sometimes boosts Strength and changes a Spirit's disposition.

NORMAL	BUY PRICE		SELL PRICE
		BARGAIN	
—		192	120



Shield Cookie 3

A stellar treat that Spirits can't resist. It sometimes boosts Defense and changes a Spirit's disposition.

NORMAL	BUY PRICE		SELL PRICE
		BARGAIN	
—		192	120



Block-it Chocolate 3

A stellar treat that Spirits can't resist. It sometimes boosts Magic Resistance and changes a Spirit's disposition.

NORMAL	BUY PRICE		SELL PRICE
		BARGAIN	
—		192	120



Ice Dream Cone 3

A stellar treat that Spirits can't resist. It sometimes boosts Magic and changes a Spirit's disposition.

NORMAL	BUY PRICE		SELL PRICE
		BARGAIN	
—		192	120

Toys



Balloon

A training toy that lets you bat balloons around with your Spirits.

NORMAL	BUY PRICE		SELL PRICE
		BARGAIN	
80		64	40



Treasure Goggles

A training toy that lets you send Spirits on a treasure hunt.

NORMAL	BUY PRICE		SELL PRICE
		BARGAIN	
—		—	40



Water Barrel

A training toy that lets you play with Spirits in an underwater prize playground.

NORMAL	BUY PRICE		SELL PRICE
		BARGAIN	
80		64	40

Paint Guns



Paint Gun: Red

A dreamy dye that will turn a Spirit red.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
10	8		5



Paint Gun: Blue

A dreamy dye that will turn a Spirit blue.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
10	8		5



Paint Gun: Green

A dreamy dye that will turn a Spirit green.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
10	8		5



Paint Gun: Yellow

A dreamy dye that will turn a Spirit yellow.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
10	8		5



Paint Gun: White

A dreamy dye that will turn a Spirit white.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
10	8		5



Paint Gun: Black

A dreamy dye that will turn a Spirit black.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
10	8		5



Paint Gun: Purple

A dreamy dye that will turn a Spirit purple.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
10	8		5



Paint Gun: Sky Blue

A dreamy dye that will turn a Spirit sky blue.

NORMAL	BUY PRICE		SELL PRICE
	BARGAIN		
10	8		5

ABILITIES

APPENDIX C

Abilities are special powers that can boost your stats, imbue your character with support or protections, and enhance your Spirits' abilities, as well. As you learned in the Spirits chapter, once you create a friendly Spirit and add it to your traveling party, you begin to accumulate Link Points by bonding with or fighting alongside the Spirit. You can spend those accumulated Link Points on the Spirit's Ability Link board to unlock new abilities along with new commands (combat moves).

Abilities are automatically installed once you "learn" them—i.e., once you purchase them with Link Points. But keep in

mind that Stats (stat-boosting) abilities only activate while the Spirits from which you learned them remain in your party. Also note that Support and Spirits abilities can be toggled on or off. All of these abilities are listed later in this appendix.

To check on newly acquired abilities, press Start to open the main menu, then select Abilities. Again, some abilities boost your stats—for example, installing Fire Boost bumps up the amount of damage inflicted from Fire attacks by 10 percent. Others provide support by increasing combo damage, boosting your EXP acquisition, or adding other valuable enhancements.

"MULTI-INSTALLING" ABILITIES

Many abilities can be "multi-installed"—that is, you can unlock multiple levels of the ability and thus multiply its effectiveness. To multi-install an ability, you must purchase it with Link Points on more than one Spirit Ability Link board. For example, you can unlock the HP Boost ability by purchasing it on the Kooma Panda's Ability Link board to boost your maximum HP by 5 percent. Later, you can purchase it again on the Iceguin Ace's Ability Link board to boost your maximum HP by another 5 percent.

In this case, you can actually multi-install HP Boost up to five times! Remember, though, that any ability (including the additional installations of a multi-installed ability) is only active if the Spirit from which you acquired it is in your party.



STAT ABILITIES

These abilities power up your main character, Sora or Riku. Stat abilities only stay active while the Spirit associated with them remains in your active party.



HP Boost

Increases your maximum HP by 5 percent. Multi-install the ability up to five times to boost it even higher.



Fire Boost

Increases the damage dealt from your Fire attacks by 10 percent. Multi-install the ability up to three times to deal even more damage.



Blizzard Boost

Increases the damage dealt from your Blizzard attacks by 10 percent. Multi-install the ability up to three times to deal even more damage.



Thunder Boost

Increases the damage dealt from your Thunder attacks by 10 percent. Multi-install the ability up to three times to deal even more damage.



Water Boost

Increases the damage dealt from your Water attacks by 10 percent. Multi-install the ability up to three times to deal even more damage.



Cure Boost

Increases the amount of HP you recover with Cure-related commands (Cure, Cura, Curaga, Faith, Salvation) by 30 percent. Multi-install the ability up to three times to recover even more.



Item Boost

Increases the effectiveness of recovery item commands. HP recovery (Potion, Hi-Potion, Mega-Potion, Elixir, Mega-Elixir) increases by 50 percent, and Link Gauge refill (Dream Candy, Elixir, Mega-Elixir) increases by 10 percent. Multi-install the ability up to three times to increase it even further.



Attack Haste

Shortens reload time for all attack commands in your deck. Multi-install the ability up to five times for even quicker reloading. Reload is shortened by 16 percent with each of the first two installs and 8 percent more with each additional install.



Magic Haste

Shortens reload time for all magic commands in your deck. Multi-install the ability up to five times for even quicker reloading. Reload is shortened by 16 percent with each of the first two installs and 8 percent more with each additional install.



Magic Boost

Increases the damage you deal with magic, raising your Magic stat by 1. Multi-install the ability up to three times to deal even more damage.



Fire Screen

Increases your resistance to Fire attacks by 10 percent. Multi-install the ability up to five times to bump it up even further.



Thunder Screen

Increases your resistance to Thunder attacks by 10 percent. Multi-install the ability up to five times to bump it up even further.



Dark Screen

Increases your resistance to Dark attacks by 10 percent. Multi-install the ability up to five times to bump it up even further.



Mini Block

Fully protects you from Mini status.



Confusion Block

Fully protects you from Confuse status.



Poison Block

Fully protects you from Poison status.



Sleep Block

Fully protects you from Sleep status.



Reload Boost

Shortens the reload time by 75 percent for all commands installed in your deck whenever your HP falls below 25 percent.




Attack Boost

Increases the damage you deal with physical attacks, raising your Strength stat by 1. Multi-install the ability up to three times to deal even more damage.



Defense Boost

Decreases the damage you take from attacks, raising your Defense stat by 1. Multi-install the ability up to three times to take even less damage.



Blizzard Screen

Increases your resistance to Blizzard attacks by 10 percent. Multi-install the ability up to five times to bump it up even further.




Water Screen

Increases your resistance to Water attacks by 10 percent. Multi-install the ability up to five times to bump it up even further.



Light Screen

Increases your resistance to Light attacks by 10 percent. Multi-install the ability up to five times to bump it up even further.



Blindness Block

Fully protects you from Blind status.



Bind Block

Fully protects you from Bind status.



Slow Block

Fully protects you from Slow status.



Stop Block

Fully protects you from Stop status.



Defender

Increases your Defense stat by 4 whenever your HP falls below 25 percent.



SUPPORT ABILITIES

These abilities grant your main character a number of special powers that can be extremely useful in a tough fight. You can toggle Support abilities on and off on the Abilities menu by selecting them and pressing **A**.



Combo Plus

Each install adds one stroke to your ground combos. Multi-install the ability up to three times for even longer combos.



Air Combo Plus

Each install adds one stroke to your aerial combos. Multi-install the ability up to three times for even longer combos.



Combo Master

Allows you to continue a combo unbroken even if one of your attacks fails to hit the enemy.



EXP Boost

Doubles the EXP you receive whenever your HP falls below 25 percent.



EXP Walker

Awards you 1 EXP for every step you take.



EXP Zero

PROUD MODE ONLY

Prevents you from gaining any EXP when you defeat enemies.



Damage Syphon

Charges your Link Gauges by 0.5 to 0.8 percent each time you take damage.



Second Chance

Ensures that you always retain 1 HP after an attack that would otherwise finish you off, unless you are already down to 1 HP.



Once More

Ensures that you always retain 1 HP throughout a combo that would otherwise finish you off, unless you only have 1 HP to start with.



Scan

Displays the HP of the targeted enemy.



Leaf Bracer

Prevents you from taking damage while using the Cure, Cura, Curaga, or Esuna commands.



Treasure Magnet

Automatically scoops up nearby prizes for you, extending your "reach" by 43 percent per install. Multi-install the ability up to five times to increase range.



SPIRIT ABILITIES

These abilities affect the Spirits active in your party. You can toggle them on and off, but there's really no reason to deactivate these at any time.



Link Critical

Charges a Link Gauge if you and that Spirit land your attacks at roughly the same time (within 0.5 seconds of each other). You also generate a shockwave that inflicts physical damage on foes.



Support Boost

Extends the duration of Spirit support magic by 20 percent. Multi-install the ability up to three times to extend the time even further.

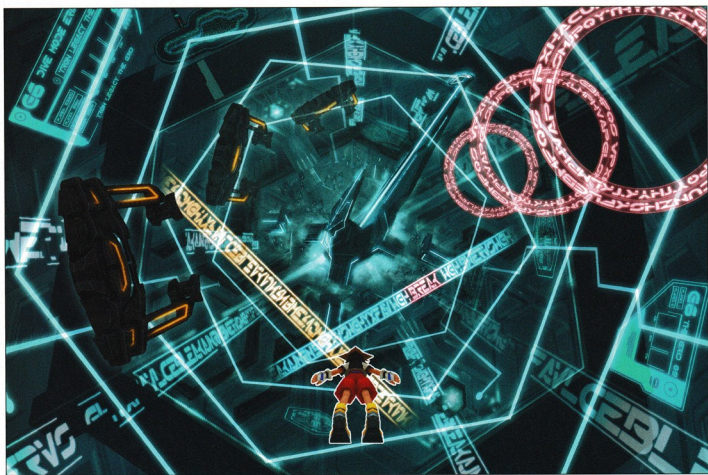


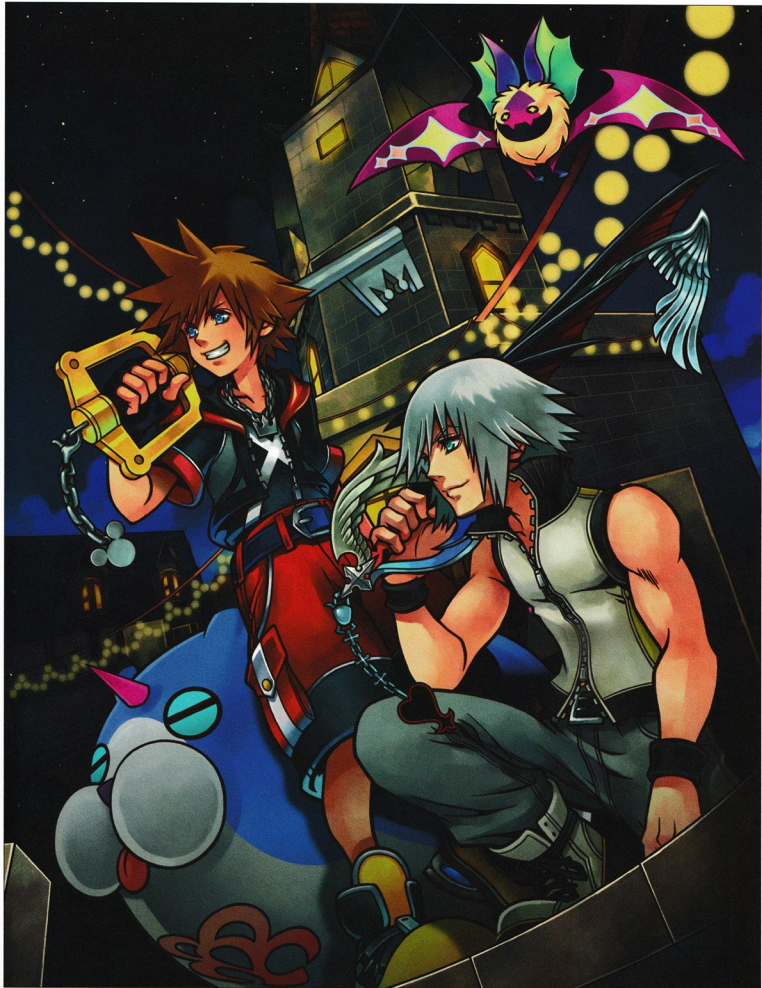
Waking Dream

Ensures that Spirits always retain 1 HP after attacks that would otherwise finish them off, unless they are already down to 1 HP.

ART GALLERY













OFFICIAL STRATEGY GUIDE

Kingdom Hearts 3D Dream Drop Distance Official Strategy Guide from BradyGames is also available in digital format in the iBookstore! This easy to use guide features all the comprehensive strategy from the printed guide, including:

- Complete Walkthrough & Tips to Achieve 100% Completion
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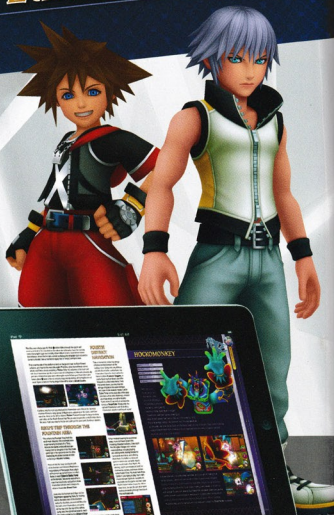
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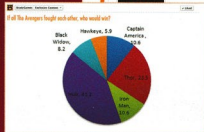
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SIGNATURE SERIES GUIDE

Written by Dan Birlew and Rick Barba

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TWO HEROES QUESTING FOR KEYBLADE MASTERY



King Mickey and Yen Sid prepare for an impending threat by putting Sora and Riku through the Mark of Mastery exam. They are sent into the Sleeping Worlds, where they face new enemies and make new friends in unfamiliar worlds. If they can successfully unlock seven Sleeping Keyholes and return to their world, they will retrieve a great power and be deemed true Keyblade Masters.

Complete Walkthrough

Follow this guide to gain knowledge about each Sleeping World, the characters within them, Flowmotion tricks for enemies in specific areas, and tips to achieve 100% completion.

Dream Eater Bestiary

Everything you need to know about fighting Nightmares and creating, collecting, and training powerful Spirits to aid you in combat.

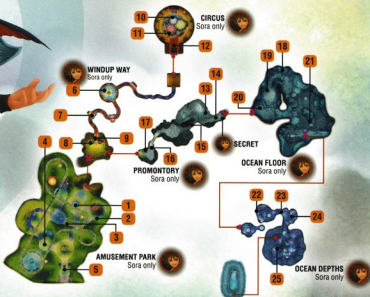
Comprehensive Appendices

Special information and statistics about Command Attacks, spells, Keyblades, important items, and more!



Detailed Maps

Easy-to-use world and area maps for each character's walkthrough give you the locations of pertinent items, challenges, important events, and Link Portals.



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